

PLAYSTATION TIPS, CHEATS AND WALKTHROUGHS!

PlayStation 2

PSone

AUSTRALIAN

ISSUE 2

# PowerStation™

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ISSN 1449-5023

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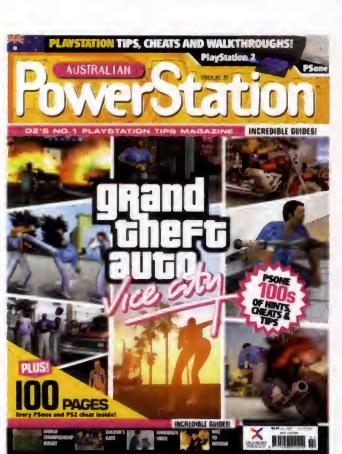
02

100% PlayStation 0% Fair

# PowerStation

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### ► EDITORIAL



#### WELCOME BACK!

Whew, we, we made it! A second issue. A new launch is always a really scary venture – many magazines don't make it past the first issue, so here at POWERSTATION we're delighted to celebrate the milestone of being a super successful magazine (already). That's right, our second issue has 100 pages jam-packed with the latest hints, tips and cheats to all the biggest games. We've tipped *Grand Theft Auto Vice City Platinum*, *Forbidden Siren* and *World Championship Rugby*. The coming months will see things get even better for us lucky PS2 owners, with *Hitman Contracts* and *Driver 3* due for release very soon indeed, and many more classics (including *San Andreas*, the next *Grand Theft Auto* game) on the way. As ever, stick with us for the best guides to all of them! Also, thank you for all the letters – we were delighted that so many of you wrote to us after buying the first issue. In fact, so many of you bought it that we're just about sold out!



Complete guide 044  
Everything you need to know to  
bust the game wide open!

**100  
PAGES!**  
We're simply  
the best!

IT ALL STARTS HERE



► OTHER GAMES IN THIS ISSUE!



## FORBIDDEN SIREN

Complete guide 014  
Full game guide including  
all the secrets



## BALDUR'S GATE 2

Top tips 010  
All the hints and tips you need to get  
through the game



## WORLD CHAMPIONSHIP RUGBY

Play guide 040  
Win in style with Acclaim's rugby classic



## RISE TO HONOR

Boss guide 006  
Every boss beaten in our handy guide



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# CHEATS NEWS NETWORK



■ Unlock the cool bikes with ease!



■ Smash your car up, but cause no damage!



■ Take first place every time you race!

## Midnight Club 2

Having trouble taking pole position in this Rockstar classic, about to be re-released on a platinum label? Enter these cheats in the cheat code menu, found in the options menu.

Enter one of the following codes to adjust the difficulty, with 0 being the easiest and 9 being the hardest:

howhardcanitbe0  
howhardcanitbe1  
howhardcanitbe2  
howhardcanitbe3  
howhardcanitbe4  
howhardcanitbe5  
howhardcanitbe6  
howhardcanitbe7  
howhardcanitbe8  
howhardcanitbe9

### Cheats

Alternatively, you may wish to try some of the following cool cheats, which can be entered in the same way.

In air controls	carcrobatics
Infinite nitrous	greenLantern
Machine guns and rockets	savethekids
No damage	gladiator
Unlock all vehicles	theCollector
Unlock all locations in arcade	Globetrotter
Unlock all vehicles and locations in arcade	pennyThug
Unlock everything in arcade	rimbuk

### Unlockables

There are some extra goodies available for you to unlock in the game. You simply need to accomplish the following objectives in order to get yourself the relevant extras!

#### LAPD COP CAR

Win all LA arcade circuit tracks

#### PARIS COP CAR

Win all Paris arcade circuit tracks

#### TOKYO COP CAR

Win all Tokyo arcade circuit tracks

#### SLF450X

Complete game 100%



■ Unlock the coolest cars!

## BAD BOYS II

Decapitations	Walking enemies
Infinite grenades	(Not Shooting Level)
No reloads	Extreme gore
Molotovs	Drug effect
Infinite ammo	Super shotgun
Back	Exploding enemies

Accept

■ All these cheats can be yours!

## Bad Boys II

Enter the following code when you get to the 'press start' screen in order to unlock all the cheats. You can then access them in the Police HQ menu.

### Codes

Unlock Cheat Menu  $\circ, \uparrow, \downarrow, \leftarrow, \rightarrow$

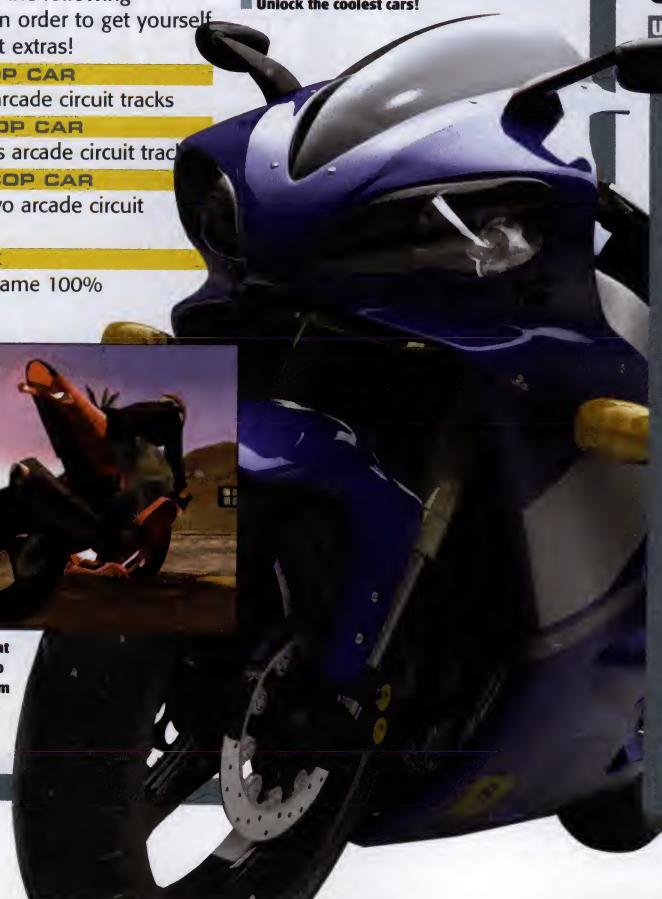
## SOCOM: US Navy SEALS

Finish the game on each difficulty setting for a range of extra features. Here are all the unlockables:

Difficulty	Unlockables
Ensign	Lieutenant Jr difficulty and terrorist weapons
Lieutenant Jr	Lieutenant difficulty and level select
Lieutenant	Lieutenant Commander difficulty and MGL available
Lieutenant Commander	Commander difficulty
Commander	Captain difficulty
Captain	Rear Admiral difficulty
Rear Admiral	Vice Admiral difficulty
Vice Admiral	Admiral



■ Make sure that your rivals get to see of you is from behind thanks to these brilliant cheats!



# ALL THE VERY LATEST PLAYSTATION CHEATS AND CODES



All missions open! Time to boldly go where no man has been before!



Unlock all the ships with a few simple button presses. Nice!

## Star Trek: Shattered Universe

Captain's log, star date issue 100. Enter the following codes when you get to the bridge screen in order to access all the secrets that the game has to offer:

### Cheats

#### ALL MEDALS AND RANKS

**L1, R1, L1, O, R1, A, L1, SELECT**

#### ALL MISSIONS

**L1, L1, O, O, L1, R1, A, SELECT**

#### ALL SHIPS

**L1, O, L1, O, R1, R1, O, SELECT**

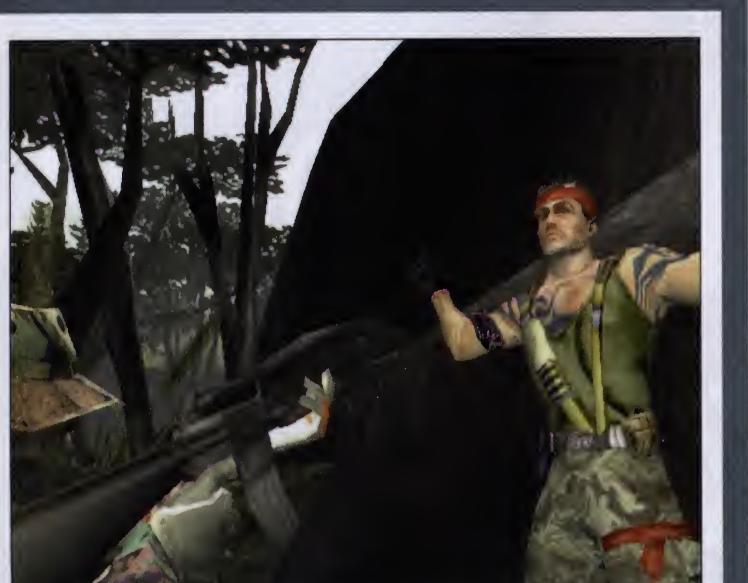
#### INVINCIBILITY

**L1, O, L1, R1, A, A, O, SELECT**

#### KOBAYASHI MARU

**L1, A, L1, L1, O, A, R1, SELECT**

**Note:** These codes may not work on all versions of the game.



Get your hands on new skill settings as you unlock them!

## The Sims

Press **L2 + L2 + R1 + R2** simultaneously on the main menu to get the cheats menu, then enter the following codes.

### Cheats

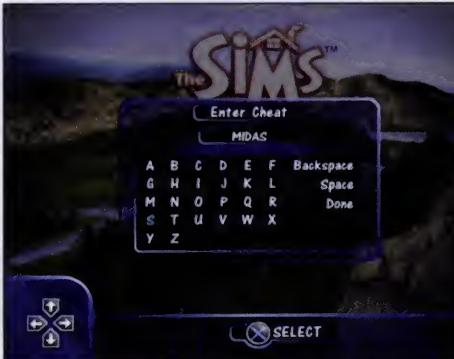
**MIDAS** Unlock all objects, skins and 2 player games

**FREEALL** All objects free

**PARTY M** Party Motel 2 player game

**SIMS** Sims mode

**FISH EYES** First-person view (press **O** to change view)



Enter the codes here to get some nifty little extras that you're not supposed to know about...

## Behind every great secret agent...



...stands a great guide.

  
HIGHBURY - PARAGON

► GAME ESSENTIALS

GENRE: BEAT-'EM-UP  
PUBLISHER: SONY  
PRICE: \$99.95



# Unlockables

Complete the game to unlock two new outfits for Jet Li, two videos and the hard Difficulty mode.

PowerStation magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Rise To Honour* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

# JET LI RISE TO HONOUR

*Jet Li finally stars in his own videogame! We're here to guide you through all the bosses and reveal the winning tactics to defeat them all...*

## Fei & Hung

These twins may look daunting but aren't too tough to beat. They attack you at the same time from opposite sides so you need to counter these attacks to hit them both. It's best to concentrate on them one at a time and try to get into a rhythm that sees you fight one twin while the

other is on the floor. They don't block that much so it's pretty easy to get a few good combos. The fight will end before the twins are defeated as they leg it once they hear the police sirens. Obviously this doesn't happen until you've got their energy down by a significant amount.



■ Try to hit both the twins at the same time with one attack.



■ While you're attacking one of them look out for attacks from the other.

## Sung Lung



■ Don't let up in your attack on Sung Lung as once he has the upper hand he's tough to beat.



■ Don't let Sung attack Michelle otherwise her energy will drain and you'll lose the fight.

Sung is a real pain, because not only do you have to defeat him, you also have to make sure Michelle survives, and she isn't exactly the greatest at defending herself.

He seems simple enough to start with and if you get him back into a corner it's quite easy to pummel him. However, once his energy gets to a

certain level he'll start playing dirty. He will charge forward and grab you and you can't block or counter him. He'll then lift you up above his head and throw you to the ground. This will make you lose a large chunk of energy and can rapidly turn what looks like a certain victory into a crushing defeat. Once Sung gets down to a low level of energy it's advisable to use collaborative attacks with Michelle, as this will keep you at a distance from him.

## Cheung Mo Pao

Cheung fights with a drunken boxing style which makes him tougher to defeat. As he sways about it looks like he's vulnerable to attack but he usually isn't. The trick here is to counter his attacks until you hit him, then while he stumbles back grab him and Kit will

automatically push his face down into the water to deplete his energy. Watch out though, as Cheung will do exactly the same thing to you given the chance. For this reason it's not advisable to attack him in any other way except counters.



■ You've got to be quick to get your hits in against Cheung.



■ Cheung will often counter your moves so you'll end up with your face in the water.



■ Sung likes to do this whenever he can, so look out.



## Billy Soon

At first Billy seems impossible to defeat and his blade will make short work of you. However, once you know how he's actually one of the easiest to defeat. In the area you fight him in you'll see some wooden boxes; smash them all open to find two sticks. Keep a fair distance from Billy and throw



■ Smash the boxes to find the sticks and have a hope of winning.



■ Once you have the sticks throw them at Billy then make your attack.



■ If you're successful in your attack then you should see a scene like this.

## Won Jang



■ Use the barrels as cover but watch out for objects falling from above.



■ Dive to dodge Won's bullets and send some of your own in his direction.

This fight is slightly different from the rest as you use guns, not fists. You should be used to using guns by now and there's not much difference except that Won takes a lot more shots to die than normal enemies. There are lots of crates to hide behind but, as you'll probably notice, there are things hanging above some of them. If you hide beneath them Won will more than likely shoot and send them crashing down on your head. You can do the same to him, although he does have lightning

fast reactions so the chances of hitting him are slim. There are also some barrels on the decks of the boats which can be shot to cause damage. Just make sure Won is standing nearby or it's a waste. Once Won has lost a certain amount of energy he'll leap to the next boat so you must follow him to continue the fight. Wait for him to pause before you come out of your hiding place to fire and don't forget you can use your adrenalin meter to slow things down and get a few good shots in.

## Mui Lin

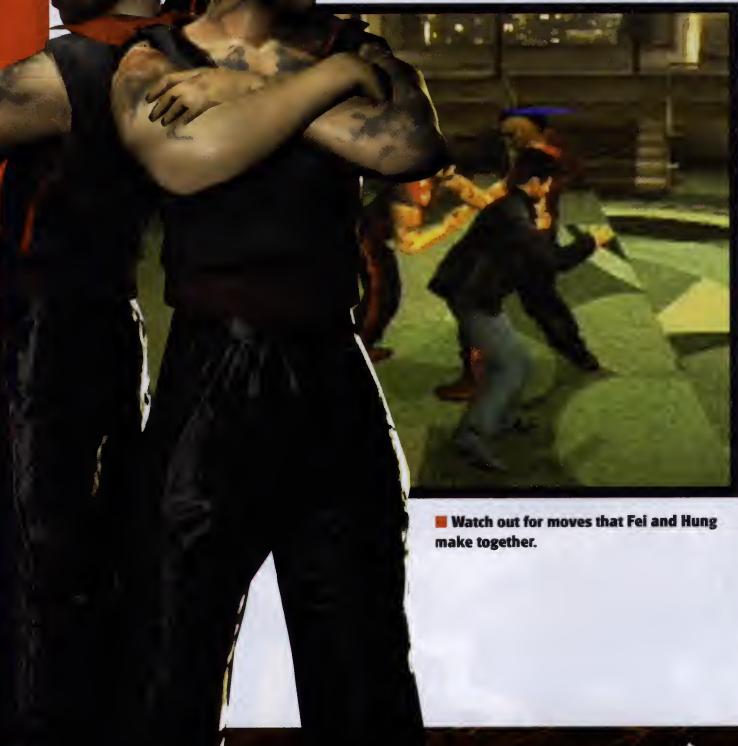


■ Quickly grab as many objects as possible and throw them at Mui Lin.

The first thing that you will notice when you begin this fight is that there are plenty of objects for you to pick up and throw, although Mui Lin is just as ready to make use of them as you are. Try to beat her to it and throw your object at her first, and then hit her with a combo while she

is stunned. Once all of the objects have been used then it becomes a good old fist fight. Mui Lin is pretty quick and very good at dodging your attacks, but if you're lucky enough to back her into a corner then you should be able to keep pummelling her.

## Fei & Hung



Watch out for moves that Fei and Hung make together.



One's reeling; now start on the other twin while you have the opportunity.



While one twin is down you can go to work on the other.

The twins are back and this time you must fight them to the finish. Their fighting hasn't changed much and they still don't block very much, making it easy to get some good combos in. Obviously you'll need to counter when they attack simultaneously from either side, and if you do it well enough they may even hit each other. They will sometimes do collaborative attacks but it's pretty rare and you should be able to block or avoid them. As before it's best to concentrate on one at a time, attacking one while the other is recovering. If you get a good hit in they sometimes bend over dazed for a few moments; use this opportunity to hit them with a good combo.

## Kwan



Try to get Mui Lin in the corner and pummel her.



Keep your wits about you otherwise you'll get slapped.

Most of the time, however, the best course of action will be to counter her until you manage to get a hit in. Hopefully she will be briefly stunned, and this will allow you to land a quick combo. Keep doing this until she's defeated.

Defeating Kwan isn't easy but it can be done. Just counter every attack that he makes, and when you get a hit in follow it up with a flurry of attacks and you should knock some energy off; be careful he doesn't counter, though. There's also a chair next to his desk that's good for one hit.

Once you've worn him down enough he'll close the shutters in the office and release some gas from the vents. He'll get all his energy back and put on a gas mask. You will now have an air meter which will gradually go down unless you get the gas mask from Kwan. He will be more on the defensive and less likely to attack, although if you leave yourself open to it he won't hesitate. What you need to do is get close and keep punching away until you get a hit in. While he's briefly stunned grab him and Kit will

automatically grab the gas mask and take a few breaths while Kwan loses energy. After a few moments Kwan will grab it back and the fight will continue. Keep grabbing the gas mask until Kwan's energy is low enough that another cut-scene kicks in.

Once it's over you'll be outside on the balcony with Michelle hanging on to the edge and Kwan continuing to attack (with a full energy bar again). You must keep an eye on Michelle's energy bar because as it depletes her grip on the ledge loosens until eventually she falls. Kwan is tougher now than ever and will block pretty much everything you throw at him. You must continually counter and once you get a hit in run over to Michelle and help her regain her grip on the ledge. Continue this hit-then-help routine until Kwan is defeated.



Lots of blocking and dodging is required to defeat Kwan.



Grab the gas mask at every opportunity to keep your air meter up.

► GAME ESSENTIALS

GENRE: RPG  
PUBLISHER: ACCLAIM  
PRICE: £39.99



PowerStation Magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Baldur's Gate Dark Alliance* II is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.



**FULL  
GUIDE**  
HINTS AND  
TIPS

Baldur's Gate™

DARK ALLIANCE™ III

If you don't know your mages  
from your barbarians then worry  
no longer. We're here to help  
with these handy hints and tips!

# TWO HEADS ARE BETTER THAN ONE

If you want to get the best out of *Baldur's Gate Dark Alliance II*, you may want a friend to tag along with you. It makes things a hell of a lot easier, and also adds a whole new slant to the gameplay.

Send the most heavily armed player into general melee and use the remaining character to cast spells from a distance, or snipe away using crossbow bolts or arrows. Whenever you arrive at a save point, always make sure that whoever's firing with a missile weapon stays next to it. By doing this your partner can simply

wade into combat without the fear of you both dying, as he will immediately regenerate as soon as he's killed. This is by far the easiest way to clear the majority of the game (especially once you start tackling Extreme mode) and should be employed whenever possible.

Share the workload as well. Fighters can obviously carry a lot more than necromancers or monks, so it's a good idea to collect as many items as you can between you and then divvy up the rewards once you've sold them at the nearest shop.

# CHOOSE YOUR HERO

With five initial characters to choose from (and two hidden ones) it's going to take you some time to fully complete the game. Whilst all five main characters have access to both melee and missile weapons, their actual feats differ greatly. Sure, a fair few abilities are shared by everyone, but it's the unique skills that set all the characters apart from each other. In addition to your main feats, you can also gain special skills by completing specific side quests. You can activate these quests any time after you reach Act III, so make sure you've stocked up on the essential feats first.

## The Necromancer

**Essential feats:** Alchemical lore, animate dead, armour proficiency, clarity, dark possession, enchant item, enervation, flame arrow, ray of enfeeblement.

**Special skills:** Claws of darkness, shadow conjure, shadow shield, shadow spray.

Once you have paid Onduil a specific amount of money, he will mention an old clock tower. Once you've defeated its owner, you will be able to gain access to your new shadow abilities.

## Dorn The Barbarian

**Essential feats:** Barbarian rage, death blow, cleave, improved critical, power attack, sprint, sunder, two weapon fighting.

**Special skills:** Animal friendship, bale arm, barkskin, heart of the bear, heart of the wolf, resist elements.

When you get time, speak to Randalla; she will send you to see the druid Allana. Allana will explain that a green dragon is currently terrorising her woods and needs to be defeated. Once the dragon is slain, you'll be able to gain access to previously untapped druid abilities.

## The Monk

**Essential feats:** Accuracy, armour proficiency, combat reflexes, crushing blow, deflect missiles, improved critical, spinning strike, sprint, stunning blow, unarmed combat.

**Special skills:** Arterial strike, crippling blow, hail of knives, poison, stealth.

Chatting with Ulua will reveal the location of the clan of assassins that killed your family. Once you've located the monastery that the assassins inhabit, you'll need to defeat their leader, Draezern The Direhand. Once he's slain, return to Ulua, who will give you some scrolls that contain the relevant new skills.

## The Rogue

**Essential feats:** Accuracy, endurance, forge lore, great fortitude, hail of bolts, improved critical, precise shot, ransack, smokepowder bolt, smokepowder satchel, stealth.

**Special skills:** Cleave, death blow, dwarven warsong, great weapon bonus, shield bash, shield expertise

Go and look for Durbam, who will tell you the story of a huge basilisk that can be found in the halls of Gandom's Hold. Defeat the oversized lizard in order to allow Durbam's clan to reclaim their lost home and then gain yourself a new selection of powerful skills.

## The Cleric

**Essential feats:** Accuracy, bless, cure wounds, divine strength, flame strike, iron will, protective ward, sanctuary, spiritual weapon, turn undead.

**Special skills:** Cleave, combat reflexes, death blow, improved critical, power attack, shield bash, shield expertise, smite evil, sunder.

Inside the church of Helm you will find Huros. You will soon discover that an evil cleric is busy raising an army of undead warriors. Make your way to the town of Asbravn and then defeat the cleric in order to receive a whole new selection of skills as reward.



Your choice of hero will greatly affect how you should approach the game.



Barbarians tend to focus mainly on the art of combat. They're nutters.



Monks have a very different set of skills, though they are no less dangerous.

# INSTANT RECALL

The Recall potion is by far the handiest item in the game, and providing you use it correctly the game can be completed in one (very long) sitting. Once you arrive at Baldur's Gate, visit Bartley the shop keep and stock up on at least two recall potions and as many health potions as you deem necessary. Whenever you find yourself running low on health and devoid of potions, use a recall potion to teleport back to Baldur's Gate. It's then a simple task of selling all the items you've currently acquired, stocking up on more potions and re-using a recall potion

to recall to your last location. Just make sure you always have at least two potions on you at any one time and that you don't try to recall during a boss fight.



■ No-one wants to play through huge sections again, so make use of Recall potions!



# LIGHT SIDE, DARK SIDE

As soon as you complete the game on any setting you'll unlock Extreme mode and also gain access to Drizzt Do'Urden, one of the most famous characters of the Forgotten Realms and a deadly dervish with his twin scimitars. Complete the game on Extreme mode (not an easy task by any means) and you'll gain access to Drizzt's long term adversary Artemis Entreri, the master assassin. Although both characters are extremely powerful, playing with them does result in a few drawbacks...

The most obvious is that neither character has any access to missile weapons; as a result of this you'll have to modify your gameplay to try and compensate. A good tactic

to use is to send Entreri in and then use Drizzt's magic from a distance. Of course, you could always activate invulnerability, but that's just being cheeky.

## Vampiric Weapon

**Items needed:** Any flawless weapon, 16 rune stones, 16 rubies, 16 emeralds

**Result:** Using the above will create a weapon that can drain both health and energy from your opponent and then directly transfer it to yourself.

## Charged Weapon

**Items needed:** Any flawless weapon, 16 rune stones, 16 topaz, 16 corals

**Result:** Essentially a supercharged

lightning conductor, using a charged weapon will result in a devastating 40 points of shock damage being dealt out to anyone unlucky enough to be on the receiving end.

## Armour Of The Warlord

**Items Needed:** Any flawless piece of armour, 16 rune stones, 16 amethysts, 16 rubies

**Result:** How the tables have turned. This magical item possesses the handy ability to reflect any damage back on to your hapless foe. And the more rune stones that you supply, the greater the amount of damage gets reflected back.



■ Drizzt will be unlocked as soon as the game is completed on any skill setting.



■ Rune stones are vital to the magic process, so collect as many of them as you can.



■ Rune stones can be combined with other gems in order to upgrade weapons.

## MAKING MAGIC

One of the most important skills you can learn is the creation of magical items. It's essential that you gain access to as many rune stones as possible, as these are needed in order to start the enchanting process.

Once you're ready to start, you'll be shown all the various items you have that can be upgraded. Each item ranges in quality from shoddy to flawless and you should use flawless items whenever you get the chance (although anything from fine and above is suitable). Add a rune stone to the first available slot, then fill the remaining two slots with whatever gems you have picked up. The more rune stones you add to the item, the more powerful it becomes (it's possible to add 176 rune stones to a single piece of equipment), so make sure that you seek out and buy as many as you can. With so many different gems and items available the combinations you can try out are pretty much limitless, but if you're looking for a specific type of item, try some of the following.



■ The effect of the stones you have added to the weapon are now displayed.

# BEAT THE BOSS



■ Aizagora is one boss who is not exactly pleased to see you arrive.



■ Cold magic is an extremely useful tool to use against the dragon, for obvious reasons!



■ Don't get too close otherwise you will be caught in an extremely fiery blast!



■ Use spells or missiles to bring Aizagora down to earth when she takes off.



■ She is a dangerous opponent, so hit her with everything you have!

**T**here are way too many bosses to list here but rest assured, we'll tell you how to deal with the toughest ones. As a general rule, you'll want to stock up on as many potions as humanly possible. Each boss is always situated next to a save point, so make sure you recall back to Baldur's Gate in order to buy enough potions. If you're playing with a second player, use the same tactics as previously in order to achieve an easy victory.

When you're playing by yourself, you'll need to make good use of the block ability and then attack back whenever you witness an opening. Many bosses have a selection of lackeys and will attempt to hide behind them. Always attack the boss over his minions, as they will immediately die when the boss is defeated.

## Aizagora The Red Dragon

After meeting her near the beginning of the game, you finally get to face off against her in the elemental plane of fire. Be warned, as she's one tough cookie (er, dragon). Try and stay as far back as you can to avoid her fiery breath, and then quickly move in and hit her with everything you have. Cold magic is very useful against her, but you need to make sure you



■ Once a powerful ally, Randalla is now a deadly enemy. She fights bare-handed, which means it makes sense to keep your distance and use ranged weapons if at all possible.

avoid the various spells she can cast. Every now and then, Aizagora will take to the air; use spells or missile weapons to bring her back down to earth.

## Randalla

She might have been a useful ally to begin with, but Xan hast eventually turns her into a vampire. Randalla fights barehanded, so make sure you use long weapons, or snipe away at her from a distance. If you go head to head, continually block and let her run through her repertoire of attacks; she'll soon leave herself open for attack and enable you to quickly finish her off.

## Xan hast

Be careful now, as Xan hast is a right nasty piece of work. He has an array of devastating attacks and is extremely deadly with his magical weapon. It's best to attack him from a distance with ranged weapons or spells and try to avoid his deadly blows.

## Mordoc SeLanmere

This is it. Mordoc puts up one hell of a fight and is extremely deadly with his sword. He has an attack that will drain massive amounts of your health (and in turn restore his own), and he can also summon up

a shadow that restores more health to him as well. Ranged weapons are your best attacks here, although this will allow Mordoc to transform into a swarm of bats and rapidly close the distance. Your best tactic is to constantly run and fight (whilst avoiding that deadly blade). Once he's defeated, Baldur's Gate is saved. Well, for now...



■ As with Randalla, it is best to attack Xan hast from distance, using ranged weapons.



■ Mordoc is a deadly adversary, so exercise extreme caution!



■ Keep moving, unless you have a secret yearning to be turned into mincemeat!



■ Mordoc can heal himself, so make sure you still have plenty of energy yourself!

# FORBIDDEN SIREN

► GAME ESSENTIALS

GENRE: SURVIVAL/HORROR  
PUBLISHER: SONY  
PRICE: £39.99



***Don't get scared;  
just follow our full  
guide to find every  
secret in Sony's  
spooky fright-fest.***

**FULL  
GUIDE**  
**EVERY SECRET  
FOUND!**



# DEN

TM



## LINK navigator

The storyline in *Forbidden Siren* jumps all over the place, so the Link Navigator can get rather confusing. Here's a handy index that simplifies it and will help you find the mission you're looking for...

Kyoya Suda		Shiro Miyata	
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Day 3 – 23:00	23		
Tamon Takeuchi		Naoko Mihama	
Day and Time	Page	Day and Time	Page
Day 1 – 02:00	24	Day 1 – 19:00	33
Day 1 – 20:00	24	Day 1 – 22:00	33
Day 2 – 10:00	25		
Day 2 – 18:00	25		
Day 3 – 03:00	26		
Day 3 – 22:00	27		
Kei Makino		Reiko Takato	
Day and Time	Page	Day and Time	Page
Day 1 – 05:00	28	Day 1 – 02:00	34
Day 1 – 12:00	28	Day 1 – 23:00	34
Day 3 – 12:00	29		
Day 3 – 16:00	29		
Akira Shimura		Tomoko Maeda	
Day and Time	Page	Day and Time	Page
Day 1 – 08:00	30	Day 1 – 17:00	35
Day 1 – 16:00	30	Day 2 – 06:00	35
Harumi Yomoda			
Day and Time	Page	Day and Time	Page
Day 2 – 15:00	36		
Day 3 – 00:00	36		

# ARCHIVE items

There are 100 items spread through the game, which are either picked up during missions or gained after cut-scenes. Below is the complete list showing in which missions every item can be found – happy hunting.



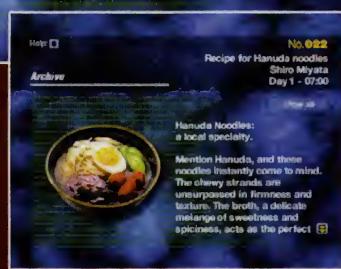
**005** Find the Police ID on the very first level with Kyoya.



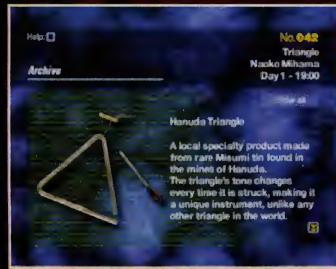
**011** This Idol is found in the well with Tamon.



**017** You dig up the medallion when playing as Risa Onda.



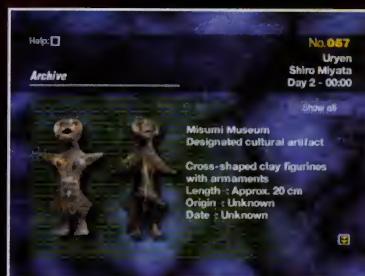
**022** Find this recipe for tasty noodles in the cafeteria.



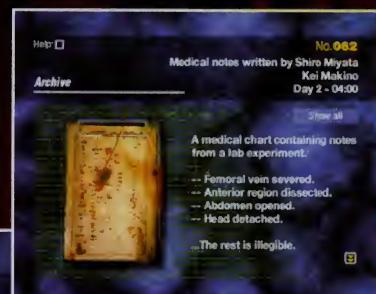
**042** Open the school bag in one of the mine shafts to find this.

No.	Item	Character	Day and Time
001	Irazu Valley mural	Unknown	684 A.D. – 12:00
002	Misumi Daily Gazette	Tamon Takeuchi	1976 – 00:00
003	Letter from the Kajiro family	Kei Makino	'X' days ago – 16:00
004	Hanuda Community Newsletter	Kyoya Suda	Yesterday – 23:00
005	Tetsuo Ishida's police ID	Kyoya Suda	Yesterday – 23:00
006	BANG!! Magazine	Kyoya Suda	Yesterday – 23:00
007	Harumi Yomoda's drawing	Reiko Takato	Day 1 – 02:00
008	Photo taken on school trip to Gojaku Peak	Reiko Takato	Day 1 – 02:00
009	Tamon Takeuchi's faculty ID	Tamon Takeuchi	Day 1 – 02:00
010	Fragment of megalith	Tamon Takeuchi	Day 1 – 02:00
011	Idol found at bottom of well	Tamon Takeuchi	Day 1 – 02:00
012	Drawing with cryptic symbols	Kyoya Suda	Day 1 – 02:00
013	Letter addressed to Risa Onda	Kyoya Suda	Day 1 – 02:00
014	Phone card	Shiro Miyata	Day 1 – 03:00
015	Proposal for TV program	Shiro Miyata	Day 1 – 03:00
016	Torn-out page from sketchbook	Risa Onda	Day 1 – 04:00
017	Mana Cross medallion	Risa Onda	Day 1 – 04:00
018	Hanging scroll	Kei Makino	Day 1 – 05:00
019	Hanuda Town Hall News	Kei Makino	Day 1 – 05:00
020	Book of Deliverance – Chaos At The End Of Time	Kyoya Suda	Day 1 – 07:00
021	Kyoya Suda's student ID holder	Shiro Miyata	Day 1 – 07:00
022	Recipe for Hanuda noodles	Shiro Miyata	Day 1 – 07:00
023	Hanuda Town Hall News	Shiro Miyata	Day 1 – 07:00
024	Parish directory	Hisako Yao	Day 1 – 07:00
025	Jun Kajiro's family register	Miyako Kajiro	Day 1 – 08:00
026	The Takeuchi Monographs: Notes on the Kajiro family	Kyoya Suda	Day 1 – 08:00
027	Commemorative group photo	Akira Shimura	Day 1 – 08:00
028	Kamoshika diary	Akira Shimura	Day 1 – 08:00
029	Medical records dated 27 years ago	Shiro Miyata	Day 1 – 10:00
030	Legend of Yaobikuni	Naoko Mihami	Day 1 – 11:00
031	Umi-okuri	Kei Makino	Day 1 – 12:00
032	Tomoko Maeda's student ID	Kei Makino	Day 1 – 12:00
033	Yoriko Anno's class notes	Yoriko Anno	Day 1 – 12:00
034	Villager's diary	Akira Shimura	Day 1 – 16:00
035	Postcard written by Yoriko Anno	Akira Shimura	Day 1 – 16:00
036	Umi-gaeri	Yoriko Anno	Day 1 – 17:00
037	Origins of Mizuhiruko Shrine	Tomoko Maeda	Day 1 – 17:00
038	Misumi Daily Gazette	Tomoko Maeda	Day 1 – 17:00
039	Dousojin statue	Naoko Mihami	Day 1 – 19:00
040	Akira Shimura's hunting licence	Naoko Mihami	Day 1 – 19:00
041	Library card	Naoko Mihami	Day 1 – 19:00
042	Triangle	Naoko Mihami	Day 1 – 19:00
043	Yoriko Anno's student ID	Yoriko Anno	Day 1 – 20:00
044	Premier issue of Atlantis magazine	Tamon Takeuchi	Day 1 – 20:00
045	Fortune paper from Mizuhiruko Shrine	Tamon Takeuchi	Day 1 – 20:00
046	Tamon Takeuchi's research notes	Tamon Takeuchi	Day 1 – 20:00
047	Note left by Tomoko Maeda	Tomoko Maeda	Day 1 – 21:00
048	'Stargazer's Circle' flyer	Naoko Mihami	Day 1 – 22:00
049	Book of Hanuda folk tales	Naoko Mihami	Day 1 – 22:00
050	Historical chronology of the Miyata Clinic	Risa Onda	Day 1 – 22:00

No.	Item	Character	Day and Time
051	Sculptural relief of angels	Risa Onda	Day 1 - 22:00
052	Legend of Princess Konohana	Ayako Kajiro	Day 1 - 23:00
053	Weekly magazine 'Shintokumaru'	Reiko Takato	Day 1 - 23:00
054	Hymn book	Reiko Takato	Day 1 - 23:00
055	Book of Deliverance - Kiruden	Reiko Takato	Day 1 - 23:00
056	Patient's letter	Shiro Miyata	Day 2 - 00:00
057	Uryen	Shiro Miyata	Day 2 - 00:00
058	Idol found in Buddhist altar	Kyoya Suda	Day 2 - 01:00
059	Misumi Daily Gazette	Kyoya Suda	Day 2 - 01:00
060	Midnight Pimpernel	Kyoya Suda	Day 2 - 01:00
061	Naoko Mihamas junior high yearbook	Naoko Mihamas	Day 2 - 03:00
062	Medical notes written by Shiro Miyata	Kei Makino	Day 2 - 04:00
063	Devotional painting - Advent Of Angels	Tomoko Maeda	Day 2 - 06:00
064	Tsuchinoko reward poster	Tomoko Maeda	Day 2 - 06:00
065	Book of Deliverance - The Great Serpent	Kei Makino	Day 2 - 06:00
066	Boat of Utsubo	Hisako Yao	Day 2 - 06:00
067	The Kasutori Inquirer	Kyoya Suda	Day 2 - 07:00
068	Shiro Miyatas driver's licence	Kyoya Suda	Day 2 - 07:00
069	Naoko Mihamas resume	Kyoya Suda	Day 2 - 07:00
070	Faded photos of Akira Shimura	Tamon Takeuchi	Day 2 - 10:00
071	Marks on railing	Tamon Takeuchi	Day 2 - 10:00
072	Graffiti engraved into table	Harumi Yomoda	Day 2 - 15:00
073	Kamoshika notebook	Harumi Yomoda	Day 2 - 15:00
074	Beaded doll	Harumi Yomoda	Day 2 - 15:00
075	Book of Deliverance - Fruit Of Vieda	Miyako Kajiro	Day 2 - 15:00
076	Graffiti found on hospital wall	Tamon Takeuchi	Day 2 - 18:00
077	Photo from old album	Tamon Takeuchi	Day 2 - 18:00
078	Book of Deliverance - The Good Tidings	Hisako Yao	Day 2 - 19:00
079	Signpost containing map of Arato	Kyoya Suda	Day 2 - 20:00
080	The Takeuchi Monographs: Sacred beliefs of Hanuda	Kyoya Suda	Day 2 - 20:00
081	An introduction to Hanuda	Harumi Yomoda	Day 3 - 00:00
082	Bag o' laughs	Harumi Yomoda	Day 3 - 00:00
083	Diary written by Kajiro maid	Harumi Yomoda	Day 3 - 00:00
084	Tamon Takeuchi's organiser	Kyoya Suda	Day 3 - 03:00
085	Ellie Azuma's vinyl record	Tamon Takeuchi	Day 3 - 03:00
086	Aerial photo of Hanuda village	Tamon Takeuchi	Day 3 - 03:00
087	'Brain Cell Revival' game	Kyoya Suda	Day 3 - 03:00
088	Will left by Kei Makinos stepfather	Kei Makino	Day 3 - 07:00
089	Photo of twins	Kei Makino	Day 3 - 12:00
090	Letter addressed to Tamon Takeuchi	Kei Makino	Day 3 - 12:00
091	Missing persons poster	Kei Makino	Day 3 - 16:00
092	Skyfish	Kei Makino	Day 3 - 16:00
093	Burnt scrap of white coat	Tamon Takeuchi	Day 3 - 20:00
094	Special issue of Atlantis magazine	Tamon Takeuchi	Day 3 - 20:00
095	Devotional painting - Paradise	Kyoya Suda	Day 3 - 23:00
096	The Homuranagi	Kyoya Suda	Day 3 - 23:00
097	Tamon Takeuchi's childhood diary	Tamon Takeuchi	Day 3 - 23:00
098	Misumi Daily Gazette	Harumi Yomoda	Day 3 - 23:00
099	The truth behind the Hanuda incident	Unknown	'X' days later - 00:00
100	Misumi Daily Gazette	Unknown	'X' days later - 04:00



**057** These Uryen come in very useful at the end.

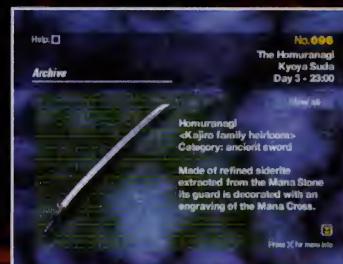


**062** These medical notes make for unpleasant reading.



**082** Set off the Bag o' laughs to distract a Shibito.

**087** Find this board game next to the hunting rifle as Kyoya.



**096** The Homuranagi is handy for decapitating Datasushi.

# SURVIVAL tactics

## KNOW YOUR ENEMY

If you Sightjack the Shibito for long enough you'll see that many of them have set routes that they follow and areas that they patrol. Watch them for an extended period of time and you'll learn

their patterns, enabling you to make a run for it at the optimum moment. On levels where you have no weapons this is an essential practice that will help you get to the end unscathed.



■ Don't get backed into a corner, especially when low on ammo.



■ Try to avoid confrontations in confined areas especially with fast moving Shibito.

## OPEN TO ATTACK

When you are Sightjacking, remember to make sure that you aren't out in the open where a Shibito might catch sight of you. You are completely defenceless while you are Sightjacking, so any

Shibito that wishes to come up and slap you round the face with a spade is free to do so without you even knowing. Keep well hidden when you're vulnerable to stop this happening.



■ Look out for sniper Shibito and Sightjack to see if there are any when you start a level.



■ When you are escorting someone make sure you don't leave them behind.

## HIDEY HOLE

If a Shibito happens to spot you then your best course of action is to quickly find somewhere that's safe to hide from it until its interest in you disappears.

The Shibito are rather inconsistent when it comes to their vision; some have the ability to spot you from a huge distance away and through dense fog,

while others don't even notice you when you're hiding right in front of them.

Use your Sightjacking facility on them to make completely sure, but don't make the fatal mistake of assuming that, just because you can't see yourself through a Shibito's eyes, they aren't able to see you.



■ Don't drop from too greater height otherwise it will take time to recover.

## NASTY FALL

It is possible to jump from certain heights in *Forbidden Siren*, including from rooftops and ladders.

However, it's not necessarily the fall that might be dangerous to you, but the time that it takes for you to recover from it at the bottom. The greater the height that you jump from, the longer it will take you to get back onto your feet again, and meanwhile you will be left vulnerable to attack from any nearby Shibito that might happen to be wandering past. It always makes sense to look before you leap to avoid such nasty surprises!



■ If you are seen by a Shibito when you land make a run for it if you can.

## LOCK & LOAD

Be sure to reload your gun at every available opportunity, even if you've only fired one shot. All it takes is for a group of Shibito to attack when your gun is half empty and you're in big trouble.



■ Only stop to reload when the coast is clear and not when under attack.

## BOOM STICK

The hunting rifle may be a powerful weapon, but at close range it's quite difficult to use. Because of the way that you are forced into first-person mode and the length of time it takes to bring the gun into a firing position, you may find that the Shibito you're trying to take down has already finished you off. For this reason it's a good idea to take out Shibito from a distance and run away from any that get too close.



■ Using the hunting rifle at close range isn't advisable although it can be done.



■ Turn off your torch to reduce the chance of being spotted by the Shibito.



■ When facing more than one Shibito try to draw one of them away to defeat first.



■ These crawling Shibito are pretty quick so avoid them where possible.



■ Hit the Shibito as hard as you can to knock them out quickly.

### BEAT-EM-UP

When you don't have a gun, you will need to rely on whatever other weapon you may have to hit the Shibito with. However, it's not all bad because it doesn't take too much work to down the average Shibito, as long as you hit them hard enough.

You have two different strength attacks at your disposal – tap the button to deliver a soft blow, which will damage your enemy but won't stop them coming for you. Alternatively, hold the button down to deliver a hard blow that will send most enemies staggering backwards. However, this method does leave you open to attack for a moment while your character swings their arm back, so make sure you use it wisely.



■ Don't let the Shibito get too close otherwise you'll be in trouble.

### SURPRISE, SURPRISE

In the earlier stages of *Forbidden Siren* many of the Shibito will stay down for quite a long time after you have knocked them out or shot them. However, when you progress further into the game you will also have encounters with the more resilient spider and dog-like Shibito.

### NAVIGATOR LOCKED

If you're trying to do a second objective of a mission but it won't appear then it's probably because you haven't done something in an earlier mission. To find out which mission that is, press **L1** when you have the cursor over the mission you are stuck on in the Link Navigator. It will only work for one at a time and only on those that stop you from reaching the end (not every mission has to be completed for you to see the credits roll). If it works, then arrows point to the missions that still require you to do something to unlock the second objective on the

later missions. Obviously you can only do this once you've unlocked the stage select function after a few missions are completed.



■ Make sure you search the levels for hidden items that unlock later objectives.

### HOLD FIRE

If you have another weapon as well as a gun, use it when possible to reserve ammo. The amount of ammo you get is set at the start of each mission and isn't affected by what you've done before, but there are some missions where if you use all your bullets on the early Shibito you'll have a tough time at the end of the level.



■ Avoid using bullets if you have another weapon or you can avoid the enemy.

### KEEP EM PEELED

When the camera view suddenly changes to a top-down view then it usually means that there's something nearby that you can pick up, or some other sort of action that can be taken.

If your character is carrying a torch then they may also be able to shine it at the object, therefore making it easier to identify. Look out for this happening so that you don't miss out on any important items.



■ There are some items to pick up in this room and the camera should show you where.

Both of these varieties recover from attacks extremely quickly and so they can really catch you by surprise if you don't move away from them fast enough. These Shibito will also use up a huge amount of your ammo if you find that you have to keep on shooting at them.



■ Some Shibito can be out-run easily so find a hiding place until they stop looking for you.

# Kyoya Suda

YESTERDAY 23:00

## OBJECTIVE 1

### Escape from police officer

Turn around, stand next to the wall and wait for the police officer to drop down. When he does quickly

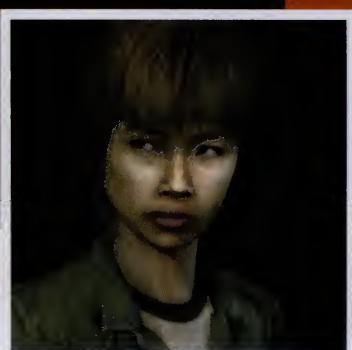


■ Wait until the cop drops down before grabbing the ID that falls from his pocket.

pick up his ID (**Archive Item 005**) then run over to the prefabricated building. Open the door and pick up the Hanuda Community Newsletter (**Archive Item 004**). Grab the **Key** from the table and go out to the truck. Unlock the door and



■ Use the key you found on the table to open the door of the truck and get inside.



get inside then look at the passenger seat and pick up the Bang!! magazine (**Archive Item 006**). Use the key to start the engine and run over the police officer.



■ Before you start up the truck pick up the magazine from the passenger seat.

DAY 1 02:00

## OBJECTIVE 1

### Reach road to Karuwari with Hisako Yao

This is a bit like a training mission, so you simply need to follow Hisako's instructions in order to learn all about Sightjacking and other controls. There are a few items for you to

pick up in this area, so head left at the top of the stairs and then grab the **Storeroom Key** from the phone box, looking out for the Shibito (the key will come in useful on Day 2). You can also pick up a Drawing With Cryptic Symbols (**Archive Item 012**) from the wall which is next to the barber shop.

## OBJECTIVE 2

### Find letter

This is exactly the same as the first time through, except that once you get to the top of the stairs you need to go through the gate on the right and then climb up onto the roof of the shed in order to find a Letter Addressed To Risa Onda (**Archive Item 013**). Once you pick it up the mission will be complete.



■ Avoid the Shibito and pick up this key, as it will become useful later on in the game.



■ Follow Hisako's instructions to the letter as she knows how to avoid the Shibito.



■ Once you reach this pathway the end of the level has been reached.



■ Climb up onto the roof of the shed to find the Letter Addressed to Risa Onda.

DAY 1 08:00

## OBJECTIVE 1

### Reach the road to Tabori settlement with Miyako Kajiro

Tell Miyako to follow you, but don't move too fast as she's blind and will easily get lost. Head forward to the remains of the bonfire and pick up the **Poker** from it. Now head north to the main path and follow it to the area on the right just before the broken bridge. Clear the brushwood on the left and climb up. Follow the path and push over the marker. Head back south past the bonfire to the iron fence.



■ Pick up the poker and use it as a weapon, it's not great but it's better than nothing.

Hit it with the poker to break the lock then proceed through. Knock out the nearby Shibito and head down the slope, then take down another one on the ledge at the bottom. Head up the steps to the northwest to see the locked gate leading to the church.

Head northeast then go left and take down another Shibito then leave Miyako there for a moment while you go down to the abandoned car. Look out for the sniper and pick up the **Screwdriver** in front of it. Now go back to Miyako and down the road to the Tabori settlement.



■ Pick up the screwdriver, as it'll become extremely useful later on in the game.

## OBJECTIVE 2

### Find grave of Takeuchi family

Leave Miyako where she is and go to the area with the abandoned car again. On the opposite side to the car is an area of brushwood that can be cleared. Go down the path behind it to find a valve that you can turn to close the sluice gate. Do so, then head back to the bridges near the abandoned storehouse. Drop down into the riverbed from either of the bridges and go up the steps on the left to find the grave at the top. Before you look at it, though, pick up the Takeuchi Monographs: Notes On The Kajiro Family (**Archive Item 026**).



■ Turn the valve to close the sluice gate and help out other characters later on.



DAY 2 01:00

## OBJECTIVE 1

### Escape from abandoned house with Miyako Kajiro

Enter the room to the left of the one where you start then out into the corridor (closing the door behind you). Enter the bathroom and pull the plug to release the red water. Pick up the **Desk Drawer Key** from the bottom of the bath then go up the stairs and into the boarder's room. Open the drawer and pick up the **Pliers**. Go back down to the Buddhist altar and use the pliers to cut the wire, then



■ Drain the bath to find a key at the bottom. Pick the key up and use it on the desk drawer.

open it to find an **Idol** (**Archive Item 058**). Pick up the **Rusty Key** from inside the altar then knock out the Shibito that bursts up through the floor. Go to the storeroom through the door and use the storeroom key (found on Day 1 02:00) to open the door and get Miyako to enter the room with you. Go back and climb down through the hole the Shibito made to get outside, picking up the yellowed **Misumi Daily Gazette** (**Archive Item 059**) from the floor first. Head round to the storage shed and unlock the door. Pick up the **Sake Bottle** inside then



■ Once you pick up the Rusty Key a Shibito will burst up through the floor.

go round to the front and over to the pond to pick up the red flower called a **Midnight Pimpernel** (**Archive Item 060**). Finally, go through the gate, looking out for the Shibito with a pistol.

## OBJECTIVE 2

### Find scythe embedded in wall

Do everything the same as the first time, but once you get outside use the screwdriver to remove the casing of the circuit breaker and turn it off. Now head round to the entrance of the cottage and a Shibito will come through the previously locked door. Knock it out and go in to find the **Scythe**.



■ Defeat the Shibito then enter the cottage to find the scythe and complete the objective.





■ Pick up the lighter as it's essential to distract the Shibito.

DAY 2 07:00

### OBJECTIVE 1

#### Drive away Shibito Brain

Make your way across the suspension bridge and then pick up the **Lighter** which can be found on the other side. Head into the mountain hut and then pick up the Kasutori Inquirer (**Archive Item 067**) from inside. Now head back outside and down the hill, and then pick up Naoko Mihamas Resume (**Archive Item 069**) which is next to the barrels. Walk across the bridge and then over to Miyata's car, being sure to look out for the flying cop Shibito.

Light the gasoline which is dripping from the car and then make your way into the woods. Sightjack the Shibito that isn't moving when you see it in the woods and it should turn out to be the Brain. Seek it out and then take she Shibito down, not forgetting to pick up Shiro Miyata's Driver's Licence (**Archive Item 068**) on the way over.



Gasoline is dripping from the chassis.

■ Set light to the gasoline dripping from the car and the Shibito will be drawn from the woods.

### OBJECTIVE 2

#### Acquire .38-calibre police-issue revolver

For once there's quite a bit that needs to be done second time round. Head over to the mountain hut and use the poker to get the **Key For The Electricity Supply Box** from between the floorboards in front of the stove. Head to the power distribution box and use the key, then open it up and pull the lever down. You'll see that the cable lying in the puddle no longer has any power, so head down to it and then break the sake bottle (that you collected in Day 2 – 01:00) in the puddle. Quickly run back



■ Use the poker to get the key from between the floorboards.

to the power distribution box and turn the on the power. The flying cop should have been attracted to the sake and gets electrocuted when you turn the power back on. Turn the power off again and head down to the puddle so you can pick up the **.38-Calibre Police-Issue Revolver** the cop dropped.



■ Try not to let the Shibito Brain hear you coming otherwise it'll run away.



■ Turn off the electricity so the puddle is no longer electrified and you can drop the sake.



■ Once the Shibito cop is electrocuted pick up the gun to complete the objective.



■ Climb up onto the ledge but don't get spotted by the sniper below.



■ Use the poker to bash the lock so you can get through the gate.



■ Sneak up behind the sniper and take him out before you get Yoriko.

DAY 2 22:00

## OBJECTIVE 1

### Infiltrate the nest with Yoriko Anno

Leave Yoriko where she is for now, then head up the steps and through the gate on the right, and climb up onto the shed. Climb up onto the wooden platform, making sure that the sniper below doesn't spot you. Now hit the lock on the gate to smash it and open the gate. The sniper below may change position, so Sightjack it until the coast is clear.

Follow the walkway all the way round until you reach the cafeteria and you find yourself behind the sniper. Take it down, then go and get Yoriko and head into the cafeteria. Take out the Shibito inside, then head out the back door. Go down the alley, take out the Shibito and pick up the **Folding Saw** from on top of the barrels. Now head east between the cafeteria and rice shop. Knock out another Shibito that you encounter and look at the wall on the left to find the Signpost Containing Map Of Arato

(**Archive Item 079**), then look out for the sniper in the fire tower. Climb up onto the wooden structure which is opposite the alley between Ishikawa's house and the barber shop and then help Yoriko up behind you. Now use the folding saw to cut through the wood and get into the nest.



■ Pick up the folding saw from the barrels so you can cut through the wood at the end.



■ As you head towards the end of the level take out the roaming Shibito.



■ Make sure you don't miss the **Archive Item** in Rokkaku's House.

DAY 3 23:00

## OBJECTIVE 1

### Defeat Datatsushi

Jun will run in between the two pillars furthest away from you, so use the one you're standing next to for cover as he does so. When he reaches a pillar he will stop behind it for a moment then pop out from either the left or right and take a shot at you. Be ready for it and quickly shoot him before he gets a shot off. Once you've hit

him four times he'll pull out a sword and charge towards you. You can't hurt him now, so just run away until a cut-scene kicks in. Once it's over you'll have the Uryen, so use it like a weapon in the Jun's direction; you've got to be quick though. Once he's defeated pick up the **Homuranagi Sword** (**Archive Item 096**). Once the cut-scene is over Sightjack the Datasushi, which will be flying towards you. Turn so you are

facing it and use the Uryen. You only need to hit it three times and it will go down.

## OBJECTIVE 2

### Decapitate Datatsushi

This is the same as the first time round except that you must defeat the Datasushi with the Homuranagi, which you'll notice is now glowing. Use the same Sightjack method as before and when it gets near you you'll be able to see Miyako pointing. Head in the direction she's pointing in to

find a strange pyramid. The sword glows when you get near it, and you need to hit the Datasushi when the sword is glowing. However, if you Sightjack or take a swing and miss, the glowing will stop and you'll have to wait for it to return. You may be wondering how to see the Datasushi without Sightjacking it, but if you look closely at the pyramid you'll see your reflection, and it also reflects the Datasushi. So look at one side of the pyramid until you see its reflection then turn round and hit it. Do this three times to defeat it.



■ You'll need to be quick to hit Jun while he's running but it can be done.



■ Use the Uryen to finish Jun off so you can move on to the Datasushi.



■ Make sure the Datasushi doesn't get hold of you in its... well we're not sure what that is.



■ Once you defeat the Datasushi with the Homuranagi watch as Kyoya decapitates it.

# Tamon Takeuchi

DAY 1 02:00

## OBJECTIVE 1

### Reach road to Karuvari with Yoriko Anno

Get Yoriko to follow you, then Sightjack the Shibito that's up on the roof on the other side of the bridge. Wait until it's looking at the tower then run down the path to the right to the wooden bridge. Look out for the Shibito nearby and head up to Yoshimura's house. Pick up the **Broken Radio** from inside then go to the cemetery and pick up the **Fragment Of Megalith** (**Archive Item 010**). Now go back down to the well and pull up the bucket, then



Enter Yoshimura's house and pick up the **Broken Radio**, you'll need it soon.

pick up the **Idol** (**Archive Item 011**) that falls out. Put the radio in the bucket and lower it back down. Find a hiding place and watch as the nearby Shibito comes to investigate the sound coming from the well. As it's distracted, shoot it in the back to make it fall into the well. Now go back up to Yoshimura's house and along the path heading south to find the road to Karuvari.

## OBJECTIVE 2

### Listen to in-school announcement while on top of fire tower

Do the same thing that you did the first time round and then



When the Shibito is looking down the well sneak up behind him and shoot.



head to the cemetery, looking out for Shibito on the way. Pick up the **Chain Lock Key** and then make your way down to the riverbed. Use the key to unlock the chain on the valve to the right and then turn it. Head back up to the rear of Kawasaki's house and jump up onto the roof. Shoot all the Shibito that you can see in order to make your climb to the top of the fire tower safe. Head over to the tower and then get to the top so that you can listen to the announcement being made.



Use the key to take the chain off the valve then turn it.

DAY 1 20:00

## OBJECTIVE 1

### Drive away Shibito Brain

You can Sightjack the Brain to track its movements (it's the only one with a torch). Head to the shrine



Look out for the flying Shibito as it can catch you off-guard.

and pick a fortune from the door to get the **Paper Fortune From Mizuhiruko Shrine** (**Archive Item 045**) then go down the steps opposite, looking out for new types of Shibito including crawling and flying ones.



Pick up the **Atlantis Magazine** from inside the house to get another **Archive Item**.

Go left at the bottom, get into the patrol car and pick up the **Bullets** on the passenger seat. Head up towards the house and go inside to pick up the **Atlantis magazine** (**Archive Item 044**) from the floor. Now go to the stone cave and pick up Tamon Takeuchi's **Research Notes** (**Archive Item 046**). Tell Yoriko to hide



Shoot the **Shibito Brain** until it goes down and you'll complete the mission.

in the stone cave and after a few moments she will find some papers. Now head to the small shrine, which is where the **Shibito Brain** usually is but it may have dropped down to the other shrine, so use Sightjack to determine where it is. A few shots should take it down and complete the mission.

## OBJECTIVE 2

### Find item dropped by Yoriko. Drive away Shibito Brain

The is the same as the first time through, except once you reach the small shrine you can shoot the lock off to find **Yoriko Anno's Student ID** (**Archive Item 043**) inside. This can only be done if you hit the lock with the fertility stone as Kei Makino.

**DAY 2 10:00****OBJECTIVE 1****Defeat sniper**

Head up the steps and shoot the flying Shibito, then head to the end of the suspension bridge next to the mountain hut. Go to the small shrine on the other side of the bridge and pick up the **Hose** then go back across. Use the gas in the can and sprinkle it on the bridge then set fire to it. Go back to the other bridge and zigzag across it, avoiding the sniper fire (on the left side of the bridge you'll find **Marks On Railing (Archive Item 071)** if you have a



■ Pick up the hose next to the shrine as it will come in handy later on in the game.

look). When you get too close to the sniper he'll run away to the suspension bridge but stop when he finds he can't cross. Shoot him (it takes quite a few shots) once he stops to complete the mission.

**OBJECTIVE 2****Remember Akira Shimura**

You need to complete the mission in exactly the same way but you need to have the photo that was found when you were playing as Akira protecting Yoriko (Day 1 – 16:00) for a different cut-scene to play at the end.



■ Set the suspension bridge alight so the sniper can't cross it.



■ Watch out for the flying Shibito at the top of the stairs.



■ You need to find this picture before you can trigger this cut scene.



■ It takes quite a few shots to take Akira down so make sure you don't get hit yourself.

**DAY 2 18:00****OBJECTIVE 1****Pick up Yoriko Anno's trail**

Go left and up the stairs at the end of the corridor. Go to Ward 1 and down the stairs at the other end of the corridor to the basement. Enter the equipment room and pick up the **Forceps**, then go back upstairs to the second floor and over to the isolation room. Go to the room at the end and use the forceps to break the chain on the bed and pick up the **Key To Inner Courtyard**, then look at the blood on the wall to get the



■ Use the forceps to break the chain so you can get the Key to Inner Courtyard.

**OBJECTIVE 2****Find album**

Head to the toilet on the second floor of Ward 1 that you unlocked with Shiro Miyata. Use the hose you found on Day 2 – 10:00 and



■ Shoot Mina quickly to take her down then pick up the glasses to end the mission.

attach it to the tap, then lower it out of the window. Go down to the toilet on the floor below and pull the hose in through the window. Go back up to the toilet above and turn on the tap. The water will fill the area under the grating and cause the **Key To Second Floor Of Hospital Ward 2** to float to the surface. Pick up the key then go back upstairs, head through the door opposite and use it to unlock the next door. Head down the corridor and through the last door on the left. Pick up the **Record Player Needle** inside then head into the previous room to find the album and the Photo (**Archive Item 077**) from it.



■ Pick up the needle from the record player. It's not useful now but it will be.



■ Make note of the number on the poster that the Shibito is looking at then dial it.



■ Pick up the steel pipe as it makes a pretty good weapon against the Shibito.



■ Pick up the Floor Jack and use it to jack up the car so you can crawl under it.

DAY 3 03:00

### OBJECTIVE 1

#### Arrive as Kyoya Suda, at the gate to the nest's core

Pick up the torch on your left then head into Matsukawa's Shop and take the Aerial Photo Of Hanuda Village (Archive Item 086) from the wall. Go back to the clothes shop and Sightjack a Shibito that's looking at a poster. Make note of the phone number on it (it should be XX4216), then use the phone on the table to dial the number. The phone in Matsukawa's shop will ring, attracting the gun-carrying Shibito and allowing you to run past. Climb the ledge at the end and drop down the other side. Head past Hayashi's house and pick up the Steel Pipe on the right, then head past Kondo's house and climb up onto the ledge round to the left. Drop down and head up the stairs, then watch the cut-scene. Once it's over you will be controlling Kyoya.

Climb up onto the ledge to the right then drop down and enter the scrap metal yard. Pick up the Floor Jack and head back to the pick-up truck. Use the jack to raise it up so you can crawl under it. Climb up onto the ledge then drop down and go up the stairs to the right. Use the valve to open the floodgates then head across the Chibiki bridge, making sure you don't attract the attention of the Shibito by the wooden bridge. Go down the path on the right then climb up the ledge round on the left to find a Hunting Rifle and the Brain Cell Revival Game (Archive Item 087).

Climb back down and climb the ledge at the bottom of the hill. Go up the stairs and up another set on the right and close the door behind you at the top. Shoot the Shibito below, then go back down to the bottom. Climb up onto the ledge and jump across to another, then go up the stairs. Look out for



■ Pick up the Hunting Rifle and take out any nearby Shibito.



■ Pick up the torch first so you can see what the hell is going on around you.

### OBJECTIVE 2

#### Penetrate gate to the nest's core as Kyoya Suda

Play this the same way as the first time round until you pick up the Steel Pipe. Climb up onto the ledge opposite then up again. Go round the corner and jump the gap, then climb down the ladder. Go through the door on the left and into Kondo's house. Go round the corner into the room with the record player and check to the left of the TV to find the Ellie Azuma Record (Archive Item 085), then attach the needle from Day 2 – 18:00 to the record player. Wait by the door for a Shibito that is attracted by the music and knock it out. Head out through the door it came through and climb up onto the shed then up to the gap above. Head round to the left, drop down and watch the cut-scene.

You're now playing as Kyoya, so do everything exactly the same as you did last time. At the end the cut-scene will be different. When it ends, walk over to the green cross, avoiding the Shibito that are represented by blue lights.



■ Once the truck is jacked up crawl under it to proceed through the level.



■ Attach the needle to the record player then turn it on to attract the Shibito outside.



■ Once the Shibito enters the room bash it over the back of the head.



■ You need to be quick to take down Reiko otherwise she'll belt you.



■ Push the sign and it will fall down through the brittle planks below.



■ Once Reiko is down pick up the cassette she drops as you'll need it in the next section.



■ Head through the tunnel under the planks to reach the next area.



■ When you reach the traffic sign tie the tape to it and climb back down the ladder.

**DAY 3 22:00**

## OBJECTIVE 1

### Find charred remains

Take out the Shibito rummaging around in the putrid garbage. Climb onto the ledge on the right then drop down to the other side. Enter the scrap metal yard and pick up the special issue of Atlantis magazine ([Archive Item 094](#)). Now head back outside, climb over the ledge and go forward until you meet the Reiko Shibito. Knock her out quickly (ignore the other one as it will also be KO'd when Reiko goes down) and pick up the **Cassette Tape** she drops. You'll now be in the garden so head down the alley to the left of the one you just

came from to find the Burnt Scrap Of White Coat ([Archive Item 093](#)).

## OBJECTIVE 2

### Reach Takeuchi residence

At the scrap metal yard go up the stairs to the room at the top, then drop the sign out the window onto the brittle planks below. Go to where you first fought Reiko and do it again, being sure to get the **Cassette Tape** again. Climb through the hole created by the falling sign and head right at the end. Knock out the Shibito then climb up the first ladder you come to on the right and go left to the traffic sign. Tie the cassette tape to it then climb back down the ladder. Pull the tape to make the sign fall over and attract the two Shibito. Go to the second ladder and climb that. At the top go left, climb onto the ledge and go through the door. Head up the stairs and follow the path to the Takeuchi residence.



■ Follow this narrow alley to find the charred remains of the late Shiro.



■ Be careful not to get spotted at the top of the ladder by the two Shibito.

■ It's too late for Naoko so bash her head in before she does the same to you.

# Kei Makino

DAY 1 05:00

## OBJECTIVE 1

### Reach road to Karuvari

You need to take the same route through this area as you did when following Hisako Yao. There are some Shibito watching the stairs so make sure they are looking away when you walk up them. When you are round the back of the cafeteria head inside and pick up the Hanuda Town Hall News (**Archive Item 019**). Once you reach the fire shack head to Ishikawa's house opposite, looking out for Shibito. Go through the door on the right side then into the second room. Pick up the



■ Pick up the Hanuda Town Hall News inside the cafeteria to add it to the Archive.

Hanging Scroll (**Archive Item 018**) from the wall then fast forward the cassette player to 700 and listen to it to find out the number for the padlock outside (it's random, so you'll have to find it out for yourself). Go outside to the shed and enter the number into the lock and open the door. Pick up the **Face Towel** and **Rope** from inside. Now continue to the road to Karuvari.

## OBJECTIVE 2

### Find Guide Hisako's veil

Run round behind the cafeteria and pick up the **18-Litre Can**. Now



■ Fastforward the tape to about 700 then listen to it carefully.



put it down next to the shed outside Ishikawa's house and use it to climb up onto the roof and find the veil. Once that's done the level will end.



■ Climb up onto the shed outside Ishikawa's house to find Guide Hisako's veil.



■ Pick up the can and stand on it to get up onto the roof of the shed.

DAY 1 12:00

## OBJECTIVE 1

### Reach road to Hirasakai

Tell Tomoko to follow you and then run along the path to the house at the end. Look out for the Shibito and then go up the

second set of stairs on the left. Climb up onto the boulder at the top and then pull up Tomoko behind you. Go to the small shrine round to the right and pick up the **Fertility Stone** on the right. Bash the lock on the shrine with



■ Pick up the Fertility Stone Fragment on the ground and go over to the shrine...



■ ...then use the stone to bash the lock in. The lock won't open but this helps another character.

the stone then tell Tomoko to hide and she'll find a **Key**. Get her to follow you again and drop down to the shrine. Look out for the Shibito and head down the path opposite. Follow the path towards the road leading to Hirasakai. When you are confronted by a sniper, climb up the ledge to the right and then



■ Sightjack the Shibito until it enters the code into the lock then make a note of it.

help Tomoko up. Unfortunately, Tomoko will be pulled away by the Shibito but there's nothing you can do about it.

## OBJECTIVE 2

### Find item dropped by Tomoko. Reach road to Hirasakai

Do the mission in exactly the same way as before, but once you lose Tomoko you'll see a new Shibito. Sightjack it and then watch it open the lock (taking note of the code) to the room on the side of the shrine. Get over there and then put the code into the lock. Once inside the room, pick up Tomoko Maeda's Student ID (**Archive Item 032**) from the bucket. Now make your way back to the end of the mission.

DAY 3 12:00

## OBJECTIVE 1

### Drive away Shibito Brain

Run to Yoshimura's house and pick up the Letter Addressed To Tamon Takeuchi (**Archive Item 090**) from the incinerator, then the Photo Of Twins (**Archive Item 089**) from inside the house. Go back to Kawasaki's house and jump onto the roof. Quickly jump to the roof of Takaya's house and shoot the sniper (look out for the flying Shibito). The Shibito Brain is the one in the fire tower and you will see it climb down the ladder. Give chase and keep shooting it until it



■ Take a look at the photo album to find the Photo of Twins and look at it in the Archive.

goes down (be sure to Sightjack it in case you lose it). It will probably go across the bridge first but don't follow it as you'll get hit by the sniper. Go down into the riverbed and come up behind it instead.

## OBJECTIVE 2

### Acquire explosives

Head straight to the well and tie on the rope that you should have picked up on Day 1 – 05:00. Climb down then go up the ladder you find down there. Shoot the Shibito then open the wooden box to find the **Explosives**.



■ Shoot the flying Shibito quickly before it spots you and opens fire.



■ Shoot the sniper quickly before he spots you then chase the brain and take it down.



■ Attach the rope to the well and use it to climb down into the dark hole.



■ Climb up the ladder in the well to find a hidden room but look out for the Shibito.

DAY 3 16:00

## OBJECTIVE 1

### Reach road to floodgates

Go to the Custodian's shack, looking out for the Shibito. Inside, pick up the **Spare Gate Key**. Go over to the board next to the stairs to get the Missing Persons Poster (**Archive Item 091**) then use the key to unlock the gate at the top of the stairs. Run to Tunnel No 1 avoiding the Shibito, as you near the end of the tunnel you'll hear a trolley rolling towards you. Quickly turn around and run back to the start of the tunnel to avoid it, then head back again.



■ Avoid the Shibito and pick up the spare key in the Custodian's shack.

## OBJECTIVE 2

### Defeat all Shibito and reach road to floodgates

Avoid using any bullets on the first two Shibito and grab the key, then head through the gate. Now head down Shaft No 5 until you see Risa Onda, shoot her three times and she should go down. Watch the cut-scene of Kei staking her to the ground then pick up the **Spare Key To Siren Shack** that she dropped. Now go to Shaft No 3 and use your other three bullets on Mina Onda, then reconnect the wires to



■ Run down the tunnel but look out for the trolley that the Shibito pushes towards you.



■ Stake Risa to the ground then pick up the key she drops.



■ Reconnect the wire to the explosives then head back to the Siren Shack.

the explosives in the wall. Run back to the siren shack and go inside, then use the switch to set off the explosives. All the Shibito should be knocked out, so climb onto the roof of the siren shack and stand on the two small shapes



■ Once you set off the explosion all the Shibito in the level will be knocked out.



■ Try not to waste your ammo on the Shibito by the Custodian's Shack, you'll need it later.

# Akira Shimura



DAY 1 08:00

## OBJECTIVE 1

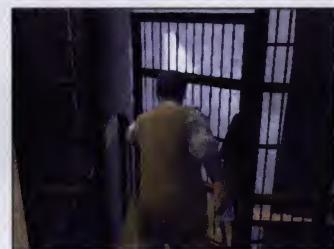
## Reach road to Hirasakai

Head down the tunnel but stop before the end and Sightjack the sniper that's on top of the Siren shack. Wait until it looks away and head round to the left. Go through the doorway on the right and down the stairs all the way to the bottom. Pick up the Kamoshika Diary (Archive Item 028) then go back up one floor. There are two Shibito outside so look out for them and shoot the sniper on top of the siren shack. Run over to the shack and go inside, then pick up the **Wire Cutters**. Run to Shaft No 3

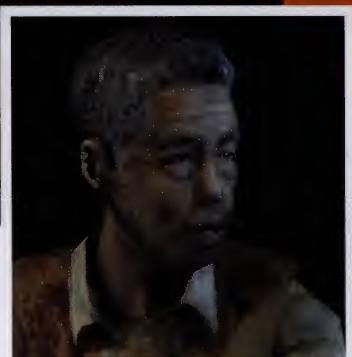


■ Pick up the wire cutters from inside the Siren Shack then head down Shaft No 3.

and head to the end, shooting the Shibito at the end. Cut the wire holding the trolley there then push it down the shaft and watch as it runs over a Shibito. Head out of Shaft No 3 and into Shaft No 5 shooting another Shibito just inside. Switch the tracks with the lever then go through the gate on the right and push over the marker. Head back outside and run towards the Custodian's shack, picking up the **Key** that the Shibito dropped when it was hit by the trolley. Use it on the gate to the left and head down to the shack. Go left and climb over the debris to finish the section.



■ Use the key dropped by the Shibito you hit with the trolley to get through this gate.



## OBJECTIVE 2

## Reach road to Dousojin stone

You need to do the same as you did in the first objective (apart from switch the tracks and push the marker over) until you reach the Custodian's shack. Once there go in and get the Commemorative Group Photo (Archive Item 027) and the **Pickaxe**. Now go back to the mine office and take the stairs up to the locked gate. Smash the lock with the pickaxe then go through the gate. Climb up the ledge ahead and go down the road.



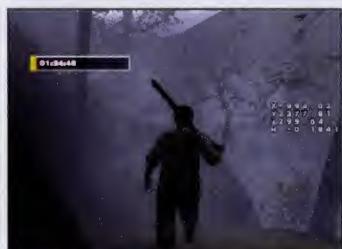
■ Pick up the Group Photo and the Pickaxe then use it to smash the lock.



■ Be quick with the hunting rifle to save Yoriko from the two Shibito.



■ Use Yoriko as a decoy to distract the sniper then take it out with a couple of shots.



■ When you're up against the clock there's no time to hang about so get moving.

DAY 1 16:00

## OBJECTIVE 1

## Reach road to Hirunotsuka with Yoriko Anno

Shoot the two Shibito that are pursuing Yoriko, then climb down from the tower. Head over to the

storage shed and pick up the Villager's Diary (Archive Item 034) inside, then use Sightjack to determine where Yoriko is hiding, looking out for the snipers on the rooftops of Nakajima's and Takaya's houses (you can shoot

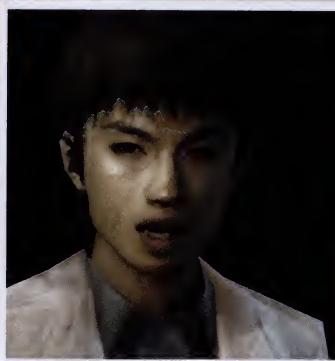
them both from the roof of Kawasaki's house). Grab the Postcard Written By Yoriko Anno (Archive Item 035) from the letterbox at the front of Takaya's house then go to Kawasaki's house and tell Yoriko to hide. While hidden she will find Faded Photos Of Akira Shimura (Archive Item 070) that will come in handy earlier in the day

(bizarrely). Go across the wooden bridge then go right. There's a sniper at the road to Hirunotsuka, so after the cut-scene use Yoriko as a decoy to take it out.

## OBJECTIVE 2

## Reach road to Hirunotsuka with Yoriko Anno within 1 minute and 55 seconds

This is the same as last time, but you need to do it quickly. You can ignore the archive items as you've already got them, and don't bother shooting the snipers as it takes up too much time. One way to save a few seconds is to jump off the ladder when you're half way down rather than climbing all the way down. Look out for the Shibito on the bridge to the right at the end.



# Shiro Myata

## OBJECTIVE 1

### Escape from Janokubi Valley

Pick up the **Torch** in front of you then head down the hill to Miyata's car. Open the trunk and pick up the **Wrench** and **Flare** from inside. Go back up the hill to the scrap metal and light the flare to attract the attention of the Shibito on the suspension bridge. Once the way is clear cross the bridge to get to the ore processing plant. Pick up the **Empty Jerry Can** inside the mountain hut then take the



The wrench isn't a great weapon but it's better than nothing.

## DAY 1 03:00

stairs down to the bottom floor to find the **Proposal For TV Program** (**Archive Item 015**). Now go all the way back to the car and pump gas into the jerry can and take it back to the ore processing plant. Use the gas to power the generator and start it up. The **Shibito** that is lurking around the rear of the hut will be attracted to the lights that come on, leaving the way clear for you to follow the road to Arato.

## OBJECTIVE 2

### Find nurse's shoes

Pick up the **Torch** then head to the small shrine and pick up the



Go to the Mountain Hut to find the empty Jerry Can and fill it from the car.

**Phone Card** (**Archive Item 014**). You'll still need a weapon, so get the **Wrench** from the trunk of the car then insert the phone card into the phone. The resulting beeping sound will attract the sniper **Shibito** from across the bridge, allowing you to knock it out. Once it's down **Sightjack** the unarmed **Shibito** until you see in which bush the shoes are hidden. Before you pick up the shoes head down the stairs on the other side of the bridge. Once at the bottom, head round to the right and push over the marker. Finally pick up the shoes from whichever bush they are lying in.



Insert the phone card into the phone and the beeping will attract the sniper across the bridge.

## DAY 1 07:00

## OBJECTIVE 1

### Reach upper waters of river with Risa Onda

Sneak past the **Shibito** and go round the back of the rice shop and cafeteria. As you come back onto the road pick up the **Hammer** from the dustbin on the left and then go over to **Rokkaku's house** and pick up the **Hanuda Town Hall News** (**Archive Item 023**) from the letterbox. Now go round to the back of this house and tell **Risa** to go inside. She'll find a **Manhole Tool** and will also unlock the front door, so head round the front to get her. Now go down to the river, looking out for the sniper which is on top of the shed.

## OBJECTIVE 2

### Acquire notebook

Head to the rear of the cafeteria and go inside. Smash the piggy bank to attract the attention of the **police officer** **Shibito** and then get out of its line of fire. **Sightjack** it and wait until it reloads to make your attack. Once it's down, take the **Recipe For Hanuda Noodles** (**Archive Item 022**) from the wall and then pick up **Kyoya Suda's Student ID Holder** from the table (**Archive Item 021**).

## DAY 2 00:00

## OBJECTIVE 1

### Defeat Mina Onda

Hit **Mina** until she drops, then leave the room, remembering to close the door behind you. Defeat the **Shibito** and then head through the door in the corridor. **Sightjack** **Mina** and then watch as she breaks into the laboratory (providing she doesn't see you first, that is). Go back and knock her out once again, and then pick up the **EEG Machine** and also the **Patient's Letter** (**Archive Item 056**) from inside the laboratory.

Now make your way up to the second floor, push open the door and then go back down to the

first floor again and enter the dispensary to collect the **Key To Basement**. Head back over to **Ward 1** on the first floor and then use the key on the door to get down to the basement.

Head into the storage room and then pick up the **Key To Second Floor Men's Toilet**. Go back up to this toilet and use the key to unlock it, and then make your way back down to the basement. Enter the mortuary and take the nails out of the coffin in there, then remove the lid and pull the **Stake** out of the body inside the coffin. Now go into the boiler room and attack **Mina** again until she goes down.



Once **Mina** is down it won't take long for her to get up again, so leg it.



God knows who this strange fellow is but he gives you the **Uryen** so who cares?

## OBJECTIVE 2

### Acquire Uryen

Once you reach the dispensary you'll see that the door leading outside is open. Make sure you've dropped the fluorescent light bulb down the garbage chute; once you have, **Sightjack** the sniper outside and watch as he heads over to the

chute to investigate. Once he's reached the chute drop the **EEG machine** and it will land on the **Shibito's** head. Go outside and take out the other **Shibito**. Now push the statue in the middle of the courtyard and climb down the ladder. Enter the room at the bottom to be given the **Uryen** (**Archive Item 057**) by a strange figure.

# Risa Onda

DAY 1 04:00

**OBJECTIVE 1****Escape from abandoned house**

Head round to the doghouse and pick up the **Kite Twine** then the **Spare Siren Shack Key** to the right. Head round to the rear of the house, looking out for the Shibito, and turn on the circuit breaker. Enter the cottage and open the drawer on the left to find the **Torn-Out Page From Sketchbook** (**Archive Item 016**). Now head

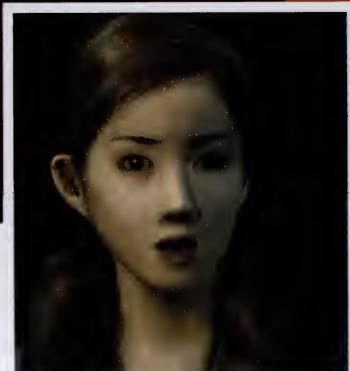
outside and go to the kitchen. Once inside, open the hatch in the floor to the right and push the marker over. Now tie the kite twine between the ventilator fan and the cupboard, then turn the fan on. Leave the kitchen and find somewhere to hide and eventually the twine will pull the shelves onto the floor. This will attract the Shibito guarding the exit, so once it investigates make a run for it.



■ Use the Kite Twine to tie the shelf to the fan then head outside and turn on the electricity.



■ Open up the panel in the floor and push over the stone marker you find there.

**OBJECTIVE 2****Discover Mana cross**

Go to the storage shed and climb up to the clothesline of the house. Take the **Trowel** from the planter then climb down. Go to the pool full with red water and dig in the dirt to the left of it for the **Mana Cross Medallion** (**Archive Item 017**).



■ Pick up the Trowel then dig next to the pond to find the Mana Cross Medallion.



■ Pick up the umbrella and you can use it as a weapon, it's not very good though.



■ Turn on the emergency alarm to alert Kei and Shiro to the danger.



■ Set off the fire extinguisher when Mina gets close so you can run past her.



■ Open the garbage chute to help out Shiro later on in the game.

DAY 1 22:00

**OBJECTIVE 1****Warn Miyata and Makino of approaching enemies**

Run away from Mina through the door behind you then up the stairs. When you're out of her sight use Sightjack and watch until she turns round and goes back down the corridor. Go back downstairs and into the storeroom, to find an **Umbrella** that can be used as a

weapon (it's not very good but it's all there is). Go back upstairs and squeeze through the gap of the broken door. Wait until the Shibito has its back turned and enter room 203 (the third on the right), making sure you close the door behind you. Open the curtains and climb out onto the ledge. Sidestep right, making sure you don't get spotted in the first window, until you reach the open one. Climb in and wait

until the Shibito outside are looking the other way, then run to the door at the end. Head to the stairs but go into the storage room on the left first and pick up the **Historical Chronology Of The Miyata Clinic** (**Archive Item 050**) from the wheelchair. Go down the stairs and set off the emergency alarm.

**OBJECTIVE 2****Find angel statuette**

Get the **Umbrella** like you did the first time, but stay in the storeroom.

Sightjack Mina and wait for her to go round the corner then go to the fire extinguisher. Call get Mina to come back towards you, then pull the pin out of the fire extinguisher. Mina will be blinded, allowing you to run past to the door at the end of the corridor leading outside. Avoid the Shibito by staying close to the left-hand wall and get over to the garbage chute so you can open it. Now go back inside, into Room 101 and pull the sheets off the bed to find the **Sculptural Relief Of Angels** (**Archive Item 051**).

# Naoko Miharra



## OBJECTIVE 1

### Reach road to Janokubi Valley

First you need to go down Shaft No 3, but watch out as there are lots of Shibuso around and you don't have a weapon. Once you get downstairs head through the door on the right to find Akira Shimura's Hunting Licence (**Archive Item 040**). Now Sightjack until you see an opportunity to run for it, then pick up the **Key** at the end of the shaft. Now get to the Custodian's shack, avoiding the



Make sure you have your torch on for better accuracy at this distance.

DAY 1 19:00

Shibuso. Inside you'll find a **Type 26 Revolver** on the table, then as you leave the room the key cabinet will fall to the floor. Pick up the **Key To Shaft No 5** then head back to the siren shack. Turn on the siren to lure the sniper out of Tunnel No 1 so you can escape down it.

## OBJECTIVE 2

### Reach road to Janokubi Valley after defeating all Shibuso

You do everything here exactly the same, except you can't finish the mission until all the Shibuso are down. This can be done with the revolver but an easier way is to



Set off the siren then push this trolley down the shaft to hit the Shibuso.

use the trolley in Shaft No 5 (but you can only do this if you switched the tracks with Akira Shimura). Once you have the revolver, set off the siren in the siren shack to attract the Shibuso to it then run down Shaft 5 and push the trolley. It should take out most of the Shibuso, so use Sightjack to see if there are any still standing and shoot them if there are. Before you escape down Tunnel No 1 go to the end of Shaft No 3 and open the school bag to find a Library Card (**Archive Item 041**), also pick up the Triangle (**Archive Item 042**) that falls out of the bag.



Head outside to check if there are any Shibuso still standing.



DAY 1 22:00

## OBJECTIVE 1

### Escape from the school

Keep a look out for the spider Shibuso that you'll encounter on this level, because they don't stay down for very long after they've



These spider Shibuso get up quickly so don't hang about.

been shot. Make your way back out of the gymnasium and then head up the stairs and to the supply room.

Pick up the **Pair Of Compasses** that you'll find in there, and then go back down to the gymnasium



Pick up the pair of compasses from the supply room upstairs...

storeroom and pick up the Stargazers Circle Flyer (**Archive Item 048**) which is in the corner.

Use the compasses to get the **Key To Small Storage Room** that you will find down between the floorboards. Now use the key to get into the small storage room and then use it again to escape from the school.



...and use them to pick up the Key To Small Storage Room that's between the floorboards.

## OBJECTIVE 2

### Find Book of Hanuda Folk Tales. Escape from the school

Do everything you did the first time, but go to the library to get the Book Of Hanuda Folk Tales (**Archive Item 049**) (you'll need the library card from the mines).



To be able to pick up the book you'll need to have the library card from earlier in the day.

# Reiko Takato

DAY 1 02:00

**OBJECTIVE 1****Escape from the school with Harumi Yomoda**

You need to get down into the room directly below the one you start in. Get Harumi to follow you then head out of the classroom. Go down the corridor and crouch when you go past the hammering Shibito. Go down the stairs when the Shibito is in the bathroom then take Harumi's Drawing (Archive Item 007) from the wall on the right (you need the torch on to see it). Go into the 3-4 grade classroom then through the connecting door to the 1-2 grade classroom and tell Harumi to hide. Head out the door and go right to



■ Make sure the Shibito is loog the other way when you go down the stairs.

find the faculty room. Pick up the **Gymnasium Key** from the desk by the window then Harumi will give you some **Candles** (if you told her to hide). Pick up the **School Trip Photo** (Archive Item 008) from the pin board the head out into the corridor and through the door to the gymnasium. Go down the steps to the left of the stage and pick up the **Crowbar**. Go back up and knock out the Principal Shibito then pick up the **Padlock Key** he drops. Use it to get out of the Gymnasium and head right to the toilets where Harumi should be hiding (If she's not there try the library upstairs). Get back to the faculty room and force open the window.



■ Pick up the key from the desk and use it on the door to get into the gymnasium.

**OBJECTIVE 2****Unlock door to gymnasium fire exit from within. Help Harumi Yomoda escape from the school**

This is all the same as the first time round, except when you are in the gymnasium climb the ladder to get to the balcony above. Go all the way round to the fire exit and unlock it then carry on with the rest of the mission as you did before.



■ Climb the stairs and head around the walkway to reach the door to unlock.

DAY 1 23:00

**OBJECTIVE 1****Help Harumi Yomoda escape from Karuwari**

Get the **Lighter** from the abandoned



■ Climb down into the riverbed and head over to the right to find the Key To Abandoned Car.

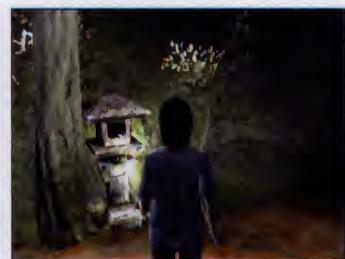
**1**

shack then go through the gate to the gravestone and pick up the **Hymn Book** (Archive Item 054). Go to the bottom of the hill and drop down into the riverbed through the



■ Use the key to get into the car then pick up the tape and let off the handbrake.

gap in the fence. Go right and pick up the **Key To Abandoned Car**. Head over to the car and use the key to get in. Pick up the **Cassette Tape** inside then release the handbrake and watch the car roll down the hill and form a makeshift bridge over the river. Go to the Tabori



■ You need to place and light the candles in the correct order.

settlement and watch the cutscene. After that, go to the driver's side of the car and honk the horn to attract the Shibito. Now go to the rear and turn the valve, then use the lighter on the gas.

**OBJECTIVE 2****Light lanterns in order. Help Harumi Yomoda escape from Karuwari**

Do everything the same in this mission, except make sure you light the lanterns too. You'll need the candles from Day 1 – 02:00 and they must be lit in the order D, A, B, C. Once that's done you'll receive the **Book Of Deliverance – Kiruden** (Archive Item 055).

# Tomoko Maeda



## OBJECTIVE 1

### Escape from Hirunotsuka

Turn around at the start and look at the shrine, then choose to remove what you can see in a crack to find the Origins Of Mizuhiruko Shrine (Archive Item 037). Exit the shrine and then use the key that you should have to open the offertory box and throw the coins on the floor.

Ring the bell and then hide while you wait for the Shibito to investigate the noise. Once they



Opened the offering box with the key to offertory box and flung the coins away.

Toss the coins onto the floor then ring the bell to attract the Shibito.

DAY 1 17:00

arrive they'll start to pick up the coins, so use this opportunity to run down the steps to the patrol car. Get in and then grab the Misumi Daily Gazette (Archive Item 038) from the passenger door then turn the siren on. Quickly run back to the steps and then hide on them until a Shibito with a revolver runs past, and then run to Harayadori.

## OBJECTIVE 2

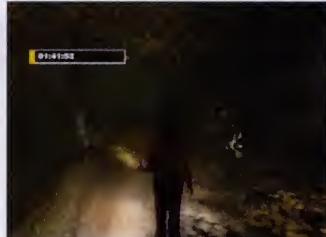
### Escape from Hirunotsuka within 1 minute 55 seconds

You have enough time to throw the coins, ring the bell and then



Get into the patrol car and turn on the siren to attract the Shibito carrying a revolver.

wait for the two Shibito to come up the steps. However, you don't have time to set off the siren in order to distract the Shibito with the revolver. Instead, just run past it, zigzagging so that it can't hit you.



You don't have time to set off the siren when you're against the clock.



Wait for the revolver carrying Shibito to walk past before making a run for it.



<Harumi Yomode - Day 3, 00:00>  
Goals for Mission Objective 2 fulfilled.

Pick up the Toy Monkey as the batteries inside will be useful for someone else later on.



A tree with rotten roots.  
It's the right size to be used as a bridge.

Push this tree over to create a makeshift bridge over the river.



Use the car that Reiko rolled down the hill as a bridge, not forgetting the Reward Poster.



Turn on the light of the scooter to attract the Shibito then find a hiding place.

DAY 2 06:00

## OBJECTIVE 1

### Reach road to church

Luckily the Shibito don't see too well on this mission so it's relatively easy to get past them. Go left first and drop down into the riverbed.

Go to the drainpipe to find the Devotional Painting – Advent Of Angels (Archive Item 063) inside. Go to the gravestone and pick up the Toy Monkey, then head down to the river. Push over the tree on the right to make a bridge then simply

head to the road that leads to the church steering clear of the Shibito.

## OBJECTIVE 2

### Reach road to church without being discovered by Shibito

By now you should have rolled the abandoned car down the hill with Reiko. Use this to get over the river

(while standing on the back of it press **X** while facing in a northwest direction) to get the Tsuchinoko Reward Poster (Archive Item 064) and head to the scooter. Use the switch to turn on the light and attract the Shibito to that location. Hide while they make their way there and once the route is clear make a run for the church.

# Harumi Yomoda



■ Be quiet when you enter the kitchen and pick up the key.

DAY 2 15:00

## OBJECTIVE 1

### Escape from abandoned house

Sightjack all three Shibito and wait until one is in the kitchen, one upstairs and one in the toilet. Get out of the cupboard and look at the table to find the Graffiti Engraved Into Table (Archive Item 072), then creep into the kitchen making sure the chopping Shibito doesn't hear you. Pick up the Key To Red Padlock and creep back out of the kitchen. Head upstairs and follow the Shibito into the children's room. Pick up the Toy Monkey from the floor then shout at Tomoko to attract her attention. Get her to chase you, go to the bedroom door and use the key you found to get inside. Get Tomoko to follow you outside and down onto the ground and run



■ Look out for Reiko once you go through the main gate and run away from her.

around the house to lose her. Once you get back to where you can climb back up, do so, then go back inside and into the children's room. Pick up the Kamoshika Notebook (Archive Item 073) from the desk then head back outside and down to the ground, obviously looking out for Tomoko. Run through the gate to discover that Reiko Takato has turned into a Shibito and is blocking your path. Turn around and run all the way round the house (don't stop, as she's a fast runner) and back to the exit making sure to avoid Tomoko on the way, running

around the storage shed to confuse them if necessary.

## OBJECTIVE 2

### Find beaded doll. Escape from abandoned house

Once you get upstairs and into the bedroom, hide in the cupboard to find the Storeroom Key inside. Head back downstairs and use it to get into the storeroom. Pick up the Beaded Doll (Archive Item 074) from the hole in the floorboards (made by Kyoya) then leave the house in the same way you did before.



■ Poor old Mrs. Takato has turned into a Shibito – run away!



■ Use the key you found in the wardrobe to open this door and head inside.



■ This key will get you into the storeroom downstairs, just look out for the Shibito.



■ Look at the hole where the floorboard is broken to find the Beaded Doll.



■ Pick up the Introduction To Hanuda from the garbage then hide from the Shibito.



■ Crouch down and turn off your torch to stay out of sight of the Shibito.



■ Crawl under this gap in the fence to enter the next area.

DAY 2 00:00

## OBJECTIVE 1

### Escape from the nest

Head round the corner and pick up An Introduction To Hanuda (**Archive Item 081**) from the garbage can. Now hide behind it while the hammering Shibito wanders out for a look. While it wanders the other way briefly, run to where it was hammering and crawl through the gap. Head forward and round the corner, then crawl through the gap to reach Kondo's house (there are two gaps to crawl through, make sure you use the second one you come to). Head round the house and crawl under another gap in the fence to find yourself next to Nakano's House. Pick up the Bag O' Laughs (**Archive Item 082**) from the chest of drawers then Sightjack the Shibito that's attracted to the laughing and get past it, then crawl through the gap. Crawl through another gap on the right then through yet another at the end. Head over to Chibiki Bridge and down the path to the river on the

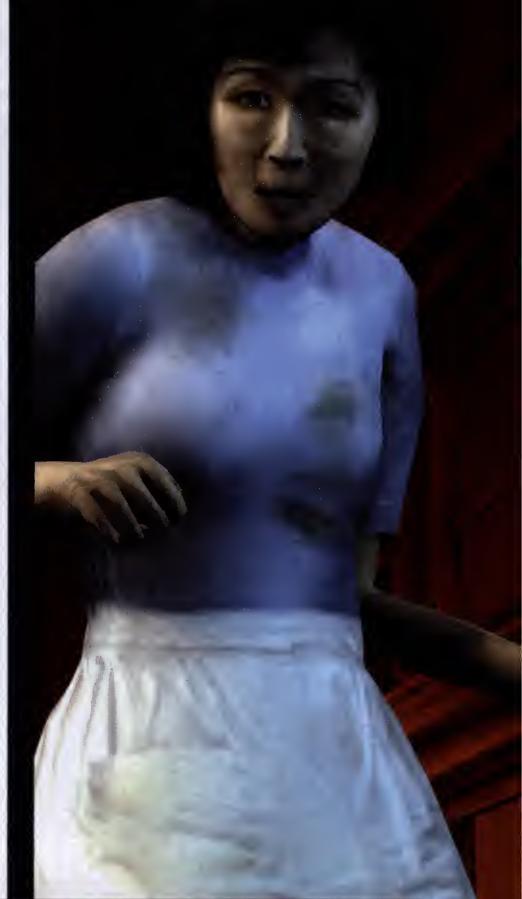
right. Cross the wooden bridge below and you'll be spotted by a Shibito. Run back across the bridge and the Shibito will fall through it as it collapses. Cross the Chibiki bridge and go down to the wooden bridge again. Follow the path and go through the gap on the right to reach the butcher's. Head up the stairs and follow the road to Harayadori.

## OBJECTIVE 2

### Reach central intersection

Start the same way you did the first time round but once you reach Kondo's house crawl through the second gap first and enter the house. Head forward and unlock the door at the end on the left, but don't open it (this will help out Tamon later). The Shibito outside will be distracted by the noise you are making and will stare at the door, so quickly crawl back under the gap and run round to the first one. You should see the Shibito staring at the door and the Diary Written By Kajiro

Maid (**Archive Item 083**) on the ground. Pick it up then crawl back under the gap then back through the second one. Now continue the mission the same way you did first time round until you reach the butcher's. Instead of going up the stairs, open the door and go inside. Go over to the alarm clock and put the batteries from the toy monkey in it. Set it to go off after one minute, then go back outside and hide under the stairs. Once it goes off a Shibito will come down the stairs to investigate, so quickly run up to the top and through the door on the right. Head outside to find yourself at the Sanja bridge. Cross the bridge and crawl through the hole on the left and continue forward.



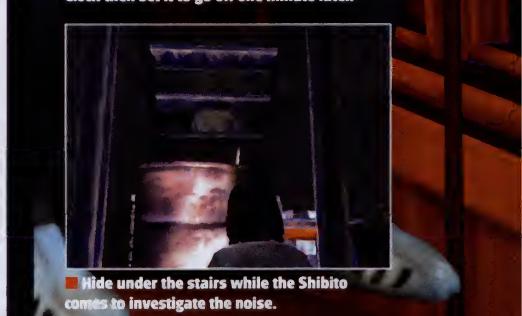
■ Pick up the Bag 'O Laughs to set it off and attract the nearby Shibito.



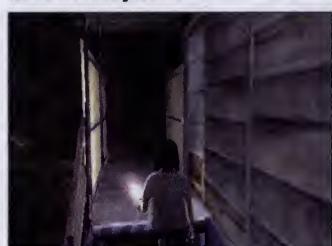
■ Pick up the Diary Written By Kajiro Maid looking out for the nearby Shibito.



■ Put the batteries from the Toy Monkey into the Clock then set it to go off one minute later.



■ Hide under the stairs while the Shibito comes to investigate the noise.



■ Reach the top of these stairs to complete the first objective.

# Ending Movies



## Hisako Yao

DAY 3 | 23:00

With the Datasushi defeated, Hisako is somewhat distressed – her hair turns white and she lets out a terrible scream...



## Harumi Yomoda

DAY 3 | 23:00

Hisako is engulfed by the earth. Harumi's in danger from the Shibito principal, but The Shibito Reiko Takato cares for her and wrestles the principal, and they fall.



## Tamon Takeuchi

DAY 3 | 23:00

Tamon finds the Takeuchi residence and finds his assumed dead parents. He embraces them – they are unusually calm. Is everything as normal as it seems?



## Kyoya Suda

X DAYS | LATER | 00:00

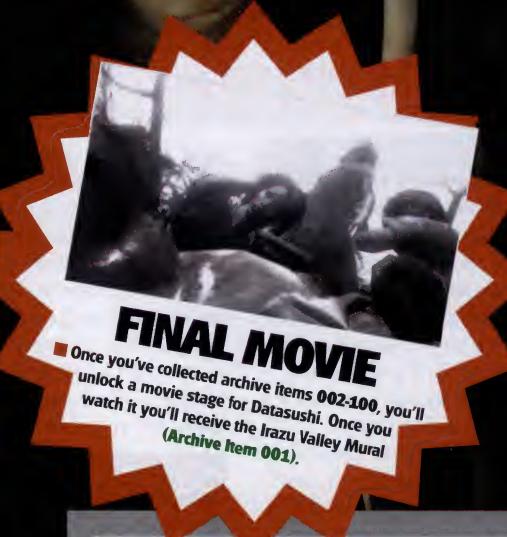
Having defeated the Datasushi, Kyoya has now turned into a Shibito killing machine, using the Uryen to bring a fiery end to their threat.



## Kyoya Suda

X DAYS | LATER | 04:00

Kyoya admires his handiwork, Yoriko rescues Tamon from his embrace with the corpses of his parents and Harumi wanders the streets alone as helicopters circle.



### FINAL MOVIE

Once you've collected archive items 002-100, you'll unlock a movie stage for Datasushi. Once you watch it you'll receive the Irazu Valley Mural (Archive Item 004).

## ZUNO

### Puzzle Game

You thought it was over, but complete the game and you get a great reward.

Complete the game to unlock this puzzle on the main menu. It's a bit like *Tetris* and requires you to group the same colour blocks so they disappear. Use the **↑**, **↓**, **←** and **→** buttons to highlight the row you want to move, then press **△** and **□** to move the vertical rows up and down and use **□** and **△** to move the horizontal rows left and right. If you want the coloured squares to appear faster, simply hold down **RT** – just make sure you don't fill the screen or it's game over.



Zuno – you either love it or hate it, either way it's addictive.

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■ England's all-conquering heroes are the best team in the game!

## GENERAL HINTS & TIPS

**Winning a game of rugby involves skill, bravery, speed, commitment and more than a little luck. However, we've compiled a few handy hints and tips that should swing the odds a little in your favour.**

## RUN THE CLOCK DOWN

Rugby matches last 80 minutes, but only end when the ball is in touch. You should use this to your advantage and play sensibly. If you are losing and the game is in over time, do not put the ball in touch under any

circumstances! Keep it alive and your chance of winning remains; put the ball out and you'll cost yourself the match. Similarly, should you be ahead going in over time, just put the ball out of play to win the game. There's no point in keeping the ball in play and trying to score more points as you run the risk of losing possession and subsequently the match.



# IONSHIP RUGBY

## CAN I KICK IT?

Taking drop goal attempts is not generally a worthwhile exercise, because by the time a kick is lined up, the opposition will inevitably have already charged the ball down and then possession will have been wasted. Instead, try concentrating on getting the ball wide and then running those tries in.



■ Drop kicks are not generally worth the bother; it's easier to score a try!

## RUCKS AND MAULS

The secret to keeping (or winning) possession during a ruck or maul is to ensure that as many of your players are on the scene as quickly as possible. As such, hammer the **X** button as soon as a ruck or maul unfolds to bring more forwards into play. The result should be that you see the melee end with the ball in your possession.



■ Pile in quickly to win rucks and mauls.

## INCOMING

Always make sure that you play with the radar switched on and then keep a close eye on it in order to reveal any players that you have still to beat, but that aren't on screen yet. This can provide you with the benefit of a vital heads-up on any incoming problems, and avoid any nasty surprises!



■ By keeping an eye on the radar, it becomes possible to see if you have a clear run



■ Here, most of the English are on the right of the pitch, so attack down the left

## CONVERSION RATE

Scoring penalties and conversions is tough in *Rugby World Championship*, thanks to the camera angle. Don't worry too much about the wind when kicking, but concentrate on lining your shot up. It's actually best to aim just beyond the far post. The deceptive nature of the camera angle means that this technique will often lead to the ball dropping over the bar for a conversion!



■ Aiming just beyond the back post is often a good technique



■ Don't forget to take the wind into consideration when kicking at goal!

## TACKLE LIKE YOU MEAN IT

Try to use the **O** button as much as you possibly can when tackling because it results in a big hit, and there is a definite chance that your opponent will drop the ball as a result. This is a much easier way of getting a turnover than by doing so by winning a ruck or a maul, which are something of a hit and miss affair.



■ Getting hit hard will often result in the ball rolling loose



■ In this instance, a big hit has resulted in the ball being spilt and the English player in the middle has grabbed it



# SCORING TRIES

Your wingers are your most important players when it comes to crossing the line. Invariably, these players tend to be blessed with greater pace than most of their colleagues, so getting the ball out to them can pay dividends. Here are the best ways to rack up the points using the wingers:

## THE PASSING MOVE

This is simple enough, and involves moving the ball across the field to the winger on the far side. For example, if there is a ruck or maul on the right wing, send the ball over to the left to make some serious yards. If your left winger is caught and your forwards pile in to get the ball back, repeat the process on the right wing. The best way to ensure getting the ball

to the winger is to wait until the last moment with each player before passing it on. That way, more players will be drawn to the ball, increasing the odds of getting that winger in on an overlap. This method works best for situations quite near to the try-line, but it can work further upfield – you'll just need to beat a full-back as well on your way to the try-line.



■ Working the ball wide is an extremely successful tactic and one worth using

## THE CRAFTY JINK

This is a great method to utilise whenever you want to sneak your winger past the fullback once he is away from the crowd. As you sprint along the line, try to make your way diagonally infield for just a few yards, and then slow down just as the fullback comes

into view on the screen. As he reaches the winger, turn around to face in the direction of the touchline and then sprint your way towards it. The fullback will then make a diving tackle and will miss it, at which point your winger can then sprint to the try-line without being challenged at all!



■ By running directly towards the touchline, it is possible to get past the full-back!

# UNLOCKABLES

To unlock some hidden extras, accomplish the following achievements:

Win the World Cup to unlock classic match 9

Win the Five Nations to unlock The Cougars

Win the Tri Nations to unlock Big Head mode



■ With a player coming across to make a tackle, Cohen has one chance to get past...



■ ...so he kicks it past the defender, leaving him for dead and racing through!

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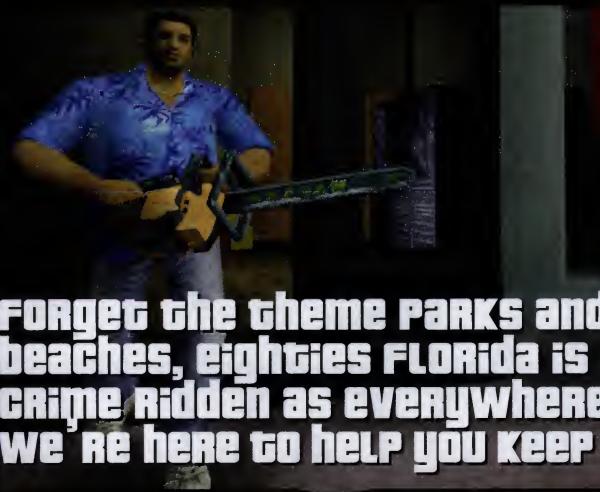
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# GRAND THEFT AUTO *vice city*



# cheat marathon

Enter these cheats while playing, if done correctly  
 'Cheat Activated' will appear in the top left of the screen.



## full health

R1, R2, L1, O, ←, ↓, →, ↑, ←, ↓, →, ↑

## full armour

R1, R2, L1, O, ←, ↓, →, ↑, ←, ↓, →, ↑

## weapon set 1

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

## weapon set 2

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ←

## weapon set 3

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

## commit suicide

→, L2, ↓, R1, ←, ←, R0, L1, L2, L1

## raise wanted level

R1, R1, O, R2, ←, →, ←, →, ←, →

■ Burn Baby Burn... it's a disco inferno!



## lower wanted level

R1, R1, O, R2, ↑, ↓, ↑, ↓, ↑, ↓

## ladies man

O, X, L1, L1, R2, X, X, O, A

## change character

→, →, ←, ↑, O, R2, ←, ↑, ↓, →

## change to ricardo diaz

L1, L2, R1, R2, ↓, L1, R2, L2

## change to lance vance

O, L2, ←, X, R1, L1, X, L1

## change to candy suxxx

O, R2, ↓, R1, ←, →, R1, L1, X, L2

## change to ken rosenberg

→, L1, ↑, L2, L1, →, R1, L1, X, R1

## change to hilary king

R1, O, R2, L1, →, R1, L1, X, R2

## change to love fist singer

↓, L1, ↓, L2, ←, X, R1, L1, X, X

## change to love fist kilt guy

R1, L2, R2, L1, →, R2, ←, X, O, L1

## change to phil cassidy

→, R1, ↑, R2, L1, →, R1, L1, →, O

## change to sonny forelli

O, L1, O, L2, ←, X, R1, L1, X, X

## change to mencedes

R2, L1, ↑, L1, →, R1, →, ↑, O, A

## Rhino

O, O, L1, O, O, O, L1, L2, R1, A, O, A

## bloodring banger 1

↓, R1, O, L2, L2, X, R1, L1, ←, ←

## bloodring banger 2

↑, →, →, O, →, ↑, O, L2

## hotring racer 1

R1, O, R2, →, L1, L2, X, X, O, R1

## hotring racer 2

R2, L1, O, →, L1, R1, →, ↑, O, R2

## Romero's hearse

↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

## love fist

R2, ↑, L2, ←, ←, R1, L1, O, →

## trashmaster

O, R1, O, R1, ←, ←, R1, L1, O, →

## sabre turbo

→, L2, ↓, L2, L2, X, R1, L1, O, ←

## caddy

O, L1, ↑, R1, L2, X, R1, L1, O, X

## blow up all cars

R2, L2, R1, L1, L2, R2, O, A, O, A, L2, L1

## aggressive drivers

R2, O, R1, L2, ←, R1, L1, R2, L2

## some cars pink

O, L1, ↓, L2, ←, X, R1, L1, →, X

## all cars pink

O, L1, ↓, L2, ←, X, R1, L1, →, O

## all cars black

O, L2, ↑, R1, ←, X, R1, L1, ←, O

## Flying cars

→, R2, O, R1, L2, ↓, L1, R1

## perfect handling

A, R1, R1, ←, R1, L1, R2, L1

## sunny weather

R2, X, L1, L1, L2, L2, L2, ↓

## cloudy weather

R2, X, L1, L1, L2, L2, L2, L2, A

## overcast weather

R2, X, L1, L1, L2, L2, L2, L2, O

## stormy weather

R2, X, L1, L1, L2, L2, L2, L2, O

## foggy weather

R2, X, L1, L1, L2, L2, L2, L2, X

## speed up time

O, O, L1, O, L1, O, O, O, L1, A, O, A

## slow down game

A, ↑, →, ↓, O, R2, R1

## pedestrians riot

↓, ←, ↑, ←, X, R2, R1, L2, L1

## pedestrians attack you

↓, ↑, ↑, ↑, X, R2, R1, L2, L2



# Vice City

downtown

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LITTLE  
Haiti



STARF  
isLAND

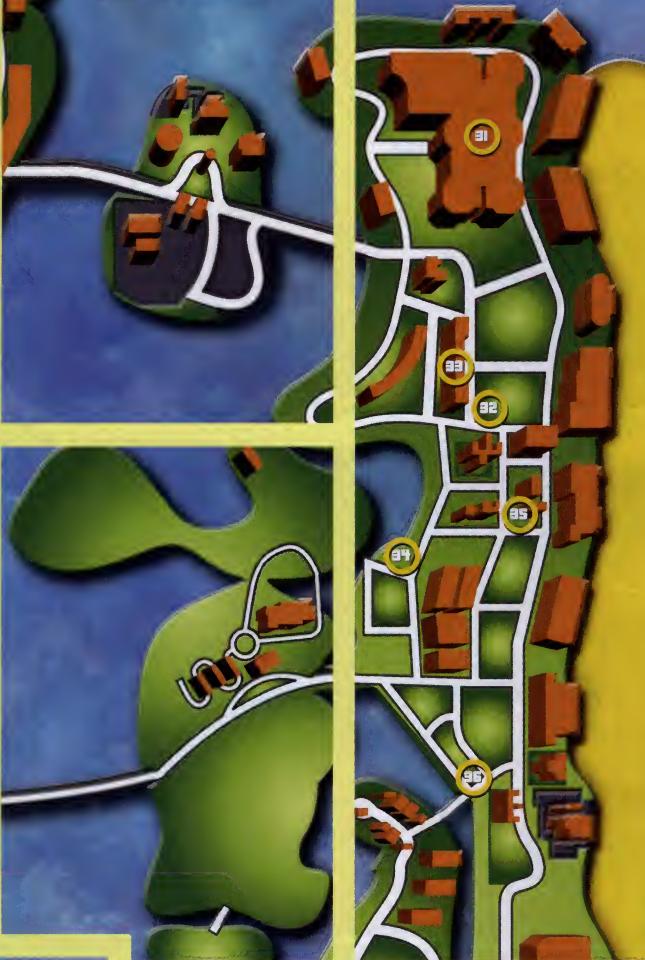


escobar  
international  
airPORT

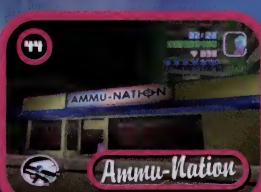
VICEPORT

## Prawn Island

## Vice Point



## washington beach



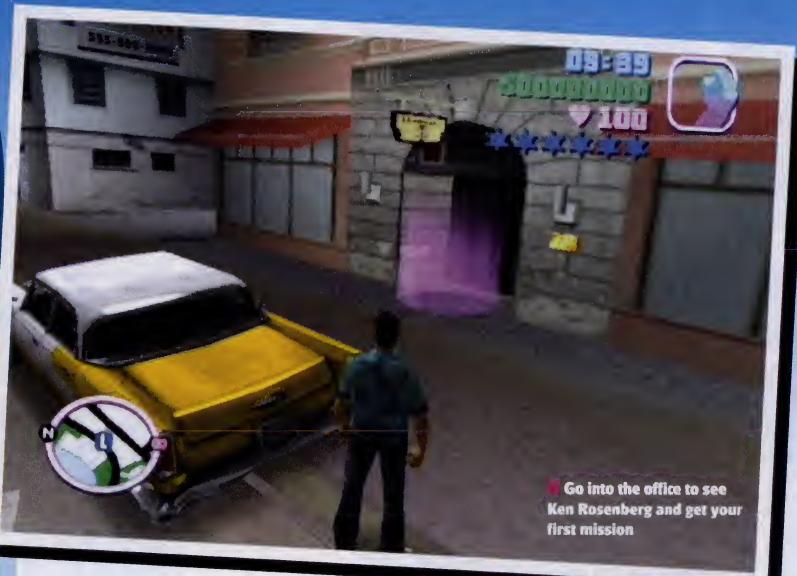
# Welcome to Vice City

## 1. in the beginning

It's your first day working in Vice City, and it is time to put the wheels in motion (literally) to get your money back. Get into the car and head over to the hotel in Ocean Beach (A). Once you are there, get out of the car and go through the door into the Ocean View Hotel. Save your game and then head to the marker at the bottom of the stairs.



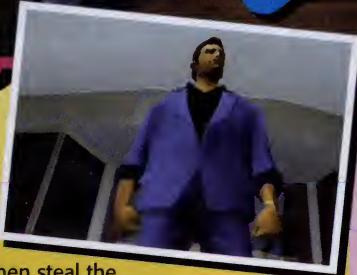
Stop in the pink marker to check into the Ocean View Hotel. This is where you can save your game



## 2. an old friend

Exit the hotel, get in a car and drive to Ken Rosenberg's office at the other end of Ocean Beach (A). Not the most testing mission you're ever likely to face, admittedly, but at least now the real fun can begin.

A large, stylized mural of the name "Ken Rosenberg" in blue, hand-painted letters. The letters are thick and have a slight shadow. The background of the mural features a yellow sun-like shape on the left and a pink, jagged shape on the right. In the background, there is a person wearing a suit and glasses, looking towards the camera. The overall style is artistic and vibrant.



# 3. The Party

Head south to Rafael's and get a change of clothes (A), then steal the Freeway outside. Now head to the docks to find the Colonel's boat moored there (B). Watch the ensuing cut-scene and then drive Mercedes to the Pole Position Club (C).

\$ Pay:

**\$100**

# 4. back alley brawl

Head north to the Malibu Club in Vice Point and talk to Kent Paul (A). Now head south to Washington Beach to find the chef down the alley (B). Beat the living crap out of him then pick up his cell phone, sit back and watch the cut-scene. Lance Vance will then appear and very kindly give you a gun, considerably boosting your potential for making mischief. Follow him away from the chef and get in his car. Now drive south to Ammu-Nation (C) then to the Ocean View Hotel (D).

**\$ Pay:**

**\$200**

## 6. Riot



Go to Rafael's for the coveralls **(A)** then drive to Spand Express in Washington Beach **(B)**. Start a fight with four workers and a full-scale riot will get underway. While the security guards are distracted dealing with the mayhem, head into the compound. Hit the guard there repeatedly until he drops his gun. You might then want to relieve him of his weapon – it just may come in handy for something. That done, get into the van standing on its own and park it next to the other two. All you need to do now is shoot the nearby barrel from a suitably safe distance in order to destroy the vans and complete the mission.

**\$ Pay:**

**\$1,000**



# Avery Carrington

## 1. FOUR IRON

Head north to JockSports to get some golfing clothes (A). They might make you look like an absolute idiot but you'll need them to get into the golf club, and dressing yourself up to look stupid is a pretty small price to pay for the chance to cause some grade A mayhem. Once you are dressed in suitable attire, head on over to the Leaf Links Golf Club round the corner (B). You can't take your guns straight through to the course, however, as there is a metal detector in place that will stop you getting away with it. Instead, go through the metal detector, leaving your guns there and picking up the Golf Club instead – not quite such a spectacular weapon, but one that is

more than adequate for the job. Get into the caddy and go to the driving range (C). Push all the caddies there into the water and leave one right on the edge. Now, time to practice your swing! Using the golf club, batter the hoods to death (mind you don't get too much blood on your lovely new outfit, it's a devil to get those stains out). When they are all dead, the target will get into the caddy you left by the water. He should now drive it straight into the water, saving you a job. If he doesn't then you'll have to chase him down and kill him. The best ways to accomplish this would be to keep ramming his caddy until it blows up, or to push him into the water yourself.

**\$ Pay:**

**\$500**



At the golf course the only weapon you have is a golf club so use it to smash in the heads of anyone who gets in your way



Get into the Top Fun van then fly the RC helicopters into the building across the street that is under construction. Plant a bomb on each floor and construction will swiftly grind to a halt

## 2. demolition man

There are few greater pleasures in life than blowing things up in a spectacular fashion. The only problem is making sure that you don't get too close, and for that reason, you'll be using a remote control chopper to do your dirty work. Start by heading over to the TopFun van near the building site and getting into it (A). Once inside, you'll be able to use the RC helicopter. To successfully complete the mission, you need to plant a total of four bombs in the building currently under construction over the road. Hey, they'll probably have to rebuild it which means more work for

the builders; you're doing a public service here, right? You'll need to be quick, because once you pick up the first bomb from beside the van, you have seven minutes to plant them all. For that reason, it's a good idea to get used to handling the RC helicopter before picking up the first bomb, so that you waste as little time as possible when the mission proper starts. You need to plant one bomb on each floor, including the ground floor. Look out for the workers and guards who will understandably try to destroy the helicopter. Fly straight at them and use the blades to kill them.

**\$ Pay:**

**\$1,000**

## 3. two big hit

Go to the Streetwear store in Little Havana in order to disguise yourself as a Cuban (A). It might make you look like a reject from *Fame!* but nothing can be more embarrassing than the golf outfit you had to wear earlier. Now head on over to Romero's Funeral Parlor in Little Haiti (B). Forget everything you've ever been told about such locations being sombre places where respect for the dead is an absolute necessity, because you are here to do a job.

and do it you shall. The Haitian gang lord you are after will try to make his escape in a hearse (well, credit the guy for originality if nothing else) so you need to give chase. Look out for the exploding coffins that he'll throw out in order to stop you, and stay on his tail. Keep ramming him until he can take no more, but be aware he needs to be killed to complete the mission. If he gets out and starts running, you need to get after him and finish the job.

**\$ Pay:**

**\$2,500**



# Juan Garcia Cortez

## 1. treacherous swine

Fans of the *Texas Chainsaw Massacre* will be in seventh heaven on this mission. The kind-hearted Colonel will give you a chainsaw for this mission and it would be rude not to accept such a gesture. Take it and head north to Vice Point. Enter

the building there and then kill the goons (A). It is possible to kill them using something more conventional, but it is well worth using the chainsaw purely for fun. Once they have all been separated from their limbs, you need to chase Gonzalez



**\$ Pay:**

**\$250**

and kill him with the chainsaw too. For some reason, the authorities in Vice City don't take too kindly to people committing bloodthirsty murders with weapons, and you can rest assured that the police will now be after you. It doesn't pay to

hang around soaked in blood and holding a chainsaw – they'll never believe it was an accident – so grab yourself a motor and head for the relative safety of the Pay 'N' Spray further north to throw them off your trail (B).

Once you've killed Gonzalez with the chainsaw it's no good standing around. Steal a car and get yourself to the Pay 'N' Spray before the cops catch you



## 2. mall shootout

You'll certainly need some serious weaponry on this mission, and it pays to be prepared for every eventuality. Before starting, head to Ammu-Nation in Ocean Beach and buy yourself some body armour and a Mac 10 (A). Now drive to the northern area of Ocean Beach, where you should be able to find the Washington Mall easily enough (B). Talk to the courier you will meet inside and a SWAT team will ambush you. Damn the filth, will they

never leave you alone? The courier doesn't hang about to see what happens, and neither should you. You'll find a bike parked outside the mall entrance, so jump on it and chase after the courier, who will have sped off on his own bike. Shoot him down and then pick up the Guidance Chips he drops. These are what you've come for, so once they are safely in your possession, take them back to the Colonel in order to complete the mission (C).

**\$ Pay:**

**\$500**

## 3. guardian angels



After you've shot all the Haitians two more appear on dirtbikes and steal Diaz's money. Chase down and kill them to earn the respect of Diaz

Go to the multistorey car park in Ocean Beach and pick up the Ruger on the first floor (A). Lance will now show up so get into a car with him and drive to the marker in Washington Beach (B). Take your position at the top of the stairs and watch the deal. When the Haitians arrive shoot them all and keep an eye on the health bars of Lance and Diaz. Two Haitians on dirt bikes will steal the money then one of them will get shot. Get on his bike and chase the other one. Shoot him and pick up the money then take it back to Diaz.

**\$1,000**

## 4. SiR Yes SiR!

Head across the bridge to the mainland and follow the blip to find the tank. Stop your vehicle in front of it then use a melee weapon to break the door off. Pull the driver out and take the tank to the garage in Little Havana (A). A self-destruct sequence starts when you get into the tank so don't hang about.



**\$ Pay:**



**\$2,000**

Stealing the Rhino isn't all that hard and once you're inside driving it to the garage is easy as you run over everyone and everything in your sight

## 5. all hands on deck!

Cortez is leaving and needs protection from the French (who doesn't?) (A) Shoot any boats alongside his ship then destroy those blocking the way. Helicopters appear to drop some Frenchmen onto the deck so shoot them down before they get a chance. An attack helicopter will arrive, aim for the pilot to take it down. If you need health and Ruger ammo at any point a limitless supply will be on the top deck.

**\$ Pay:**

**\$5,000**



### OVERVIEW



# Ricardo Diaz

## 1. the chase

Head to Vice Point to find the thief's apartment and look through the window (A). Chase him across the rooftops then steal a car and chase him to Prawn Island (B). Make sure you keep a good distance back as he will shoot at you.

**\$ Pay:**

**\$1,000**



## 2. Phnom Penh '86



Lance flies you to Prawn Island in a helicopter (A). Use the mounted M60 to kill all the gang members below then Lance will drop you off at the front of the building. Shoot more gang members inside then head upstairs to the roof. Pick

up the money then Lance will collect you and take you back to the mansion. Completing this mission makes the last two Cortez jobs and the final Carrington job available and opens all the bridges to the mainland.

**\$ Pay:**

**\$2,000**

## 3. the fast boat

Go to the boat yard in Viceport and shoot all the goons there (A). Lower the boat into the water using the controls in the boathouse, then take it to the mansion looking out for police boats on the way (B).

**\$ Pay:**

**\$4,000**





On the way to the boat Lance will shoot the competition so don't worry about that, just concentrate on getting there first. On the way back you swap roles and you get to shoot!



## 4. SUPPLY & DEMAND

Get into the speedboat and you'll see Lance is waiting for you. You must race the four other boats to the sailboat and get to it first **A**. The other boats will shoot at you but Lance will shoot back. Once you've reached the yacht you need to get back to Diaz's mansion. This time Lance is driving and you get to shoot. Destroy the two boats behind then face the front and kill the guys on the jetty. Now look up and shoot the helicopter (aiming for the gunner) down before it destroys your boat. Finally turn forward once again to take out one last boat before you reach the mansion **B**. (The tracksuit is available from the Jocksport store in Downtown once this mission is completed).

**\$ Pay:**

**\$4,000**

# Tommy Takes Over

## 1. death row

Kent Paul gives you a call so go and pay him a visit (A). You may want to buy some ammo and body armour before you attempt this mission. Lance is being held in a junkyard in Little Haiti and his health is rapidly declining (B). Head over there quickly and ram through the car blocking the entrance. Kill all the guards and pick up Lance from inside the warehouse. Use the car outside to take him to the hospital, looking out for Diaz's goons (C).

**\$ Pay:**

n/a



## 2. Rub out

Head to the marker outside Diaz's mansion to meet Lance, who'll give you a Colt M4 (A). Go towards the mansion, shoot the guards outside then go round to the right to the maze. Lance will lead you through the maze and into the mansion. Go down the corridor to the swimming pool and through the opposite door.

Head up the stairs, shooting the guards you encounter, and go through the second door you come to. Go down the corridor to find yourself in the main hall. Kill all the guards and Diaz will appear, shoot him and watch the cut-scene. You now own the mansion and can use it to save in.

**\$ Pay:**

**\$50,000**

► Lance gives you some heavy artillery before you storm the mansion



## 3. shakedown

Go to the marker outside the office in the mansion for this mission. You have five minutes, so don't hang about getting over to the North Point Mall (A). Once there use whatever melee weapon you have to smash the windows of all

the shops shown on the radar. This obviously attracts the attention of the police and mall security so look out for them and keep moving. Once this mission is over all Asset Properties will be available for purchase.

**\$ Pay:**

**\$2,000**



► If you're short on time when you reach the mall use an Uzi or similar gun to break the windows quickly. This will attract the cops even faster so keep on the move

## 4. bar brawl

Go to the marker which is at the entrance to the lounge in the mansion to get this mission. Follow your men to a car, head to the Front Page Café in Ocean Beach and kill the two guards outside (either do a drive-by or run them over) **A**. Get out of the car

and talk to the café owner who tells you where the security firm are based. You now have five minutes so head over to DBP Security in Washington Beach and kill all the guards **B**. Two of them will then escape on motorbikes so run them down.

**\$ Pay:**

**\$4,000**

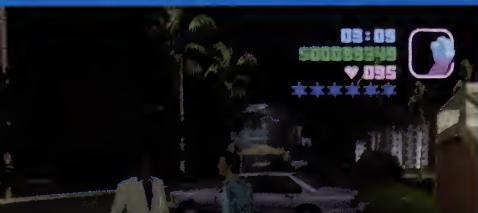


## 5. COP land

Go to the marker left of the mansion entrance for this mission. Take Lance in a car and get your wanted level up so some cops follow you to the lockup in Vice Point **A**. Once they do this the door will close, and Tommy and Lance will emerge dressed as cops. Get into the police car behind the wall on the right and drive to the North Point Mall **B**. Enter it and head over to Tarbrush Café to plant the bomb. It only has a five second fuse so get out of there before it blows. Once it does the cops and the feds will be onto you, so run back outside and drive to the mansion **C**, watching out for the helicopters and roadblocks. Once this job is complete the protection ring will be complete so up to \$5,000 will be delivered to the mansion; make sure you pick it up regularly.

**\$ Pay:**

**\$10,000**



Once you've planted the bomb leg it otherwise you'll get caught in the very large explosion



# Umberto



## 1. STUNT boat challenge

You must get through all the checkpoints in three minutes with a speedboat. It's not too hard but if you make any serious mistakes then you may run out of time.

**\$ Pay:**

**\$1,000**



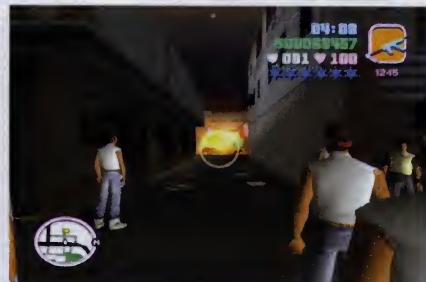
When racing through the checkpoints for Umberto make sure you have enough speed for this jump otherwise you won't make it

## 2. Cannon Fodder

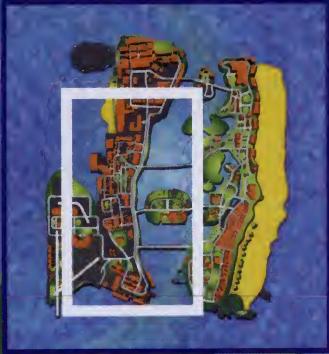
You must deliver some Cubans to Little Haiti so steal a van or a 4-door vehicle and park it outside the café (A). Now drive to Little Haiti and help the Cubans kill some Haitians (B). Take out the sniper on the roof when you're told to then keep moving forward, killing more Haitians. When you reach a yard with a van in it kill all the Haitians then drive the van back to the café, looking out for the cops.

**\$ Pay:**

**\$2,000**



#### OVERVIEW



## 3. naval engagement

Go to Viceport to meet Rico (A) then destroy the two Haitian boats he takes you to. Now you're back on dry land take out the Haitians and pick up all the briefcases that have been dropped (B). Rico's boat is then destroyed so you'll have to get back to Umberto's by road so pay a visit to Pay 'N' Spray on the way (C).

\$ Pay:

\$4,000

\$ Pay:

\$1,000

## 4. trojan voodoo

Take Pepe and steal a Haitian Voodoo car, just drive around Little Haiti and you should find one. Once you have it meet the other Cubans opposite Kaufman Cabs (A). Follow them to the processing plant and get out of the car once you're inside (B). Plant the first bomb and you'll have 45 seconds to plant the other two and get out, so it's probably best to plant the furthest away first. Once that's done run back towards the gate. Turn right when you reach it then run up the stairs and across the roof before the bombs go off.



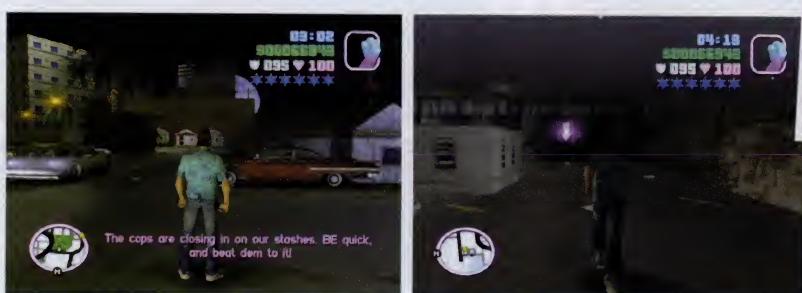
# Auntie Poulet

## 1. JUJU SCRAMBLE

You need to get to three stashes and pick them up before the cops do. They're all nearby but once you pick up the first one (A) you'll only have a minute to get to the next one and the cops will be on your tail. After you've picked up the second stash (B) the FBI will start coming after you. Get to the final stash (C) quickly then visit the Pay 'N' Spay on your way back to Auntie Poulet (D).

**\$ Pay:**

**\$1,000**



Picking up the stash attracts the attention of the police very quickly so do it quickly and use a fast car

## 2. bombs away!

Drive to Little Haiti and get into the Top Fun van (A). Now fly the RC bi-plane to where the Cuban boats are and drop bombs on them (B). There's no time limit but you only have three planes so try to look after them. Once the boats are destroyed one of the Cubans will try to get away in a car so chase him down and drop a bomb.



Get as close as you can when bombing the boats as they are difficult to hit from a great height

**\$ Pay:**

**\$2,000**



## 3. dirty lickin's

Head to the alley nearby and grab the Adrenalin Pill from under the stairs (A). Now go up to the roof

and snipe all the Cubans quickly, making sure you don't hit any Haitians by mistake (B).

**\$ Pay:**

**\$5,000**



■ Try not to kill any Haitians by mistake during this mission – they won't appreciate it



# Love Fist

## 1. LOVE JUICE

Head to the purple marker to meet the dealer (A). He'll scarper on a bike with your cash so chase him down and kill him then pick up the briefcase. Paul will then call and ask you to pick up a girl for the band. Go to Vice Point and pick up Mercedes (B), you now have one minute 30 seconds to get back before the band go on stage (C).

**\$ Pay:**

**\$2,000**



## 2. PSYCHO KILLER

Love Fist have a stalker so drive their limo to the signing to find him (A). He'll shoot a security guard then drive

off. Chase him, staying close so you don't lose him and shoot at him until the car blows up.

**\$ Pay:**

**\$4,000**



## a. PUBLICITY TOUR

The psycho's back and he's wired the Love Fist Limo to blow, *Speed*-style. If the car slows down too much it will blow up, taking you and the band with it. Get to the main coastal road quickly as it's wide and you're less likely to hit any traffic. Drive up and down it for a couple of minutes until the band figure out how to defuse the bomb. Once they have, drive them to the venue (A).

**\$ Pay:**

**\$8,000**



Pop Quiz hot shot! Don't let the Limo slow down otherwise yourself and Love Fist will explode



# Mitch Baker



## 1. alloy wheels of steel

This is a straight bike race, so get onto the Angel parked outside the bar and onto the starting line (A). Race through the checkpoints round the Downtown area and get back to the bar first to win. You should have some experience in riding bikes by now, so this shouldn't cause too many problems.

**\$ Pay:**

**\$1,000**



## 2. messing With the man

You have to cause as much chaos as you can in two minutes. Shoot as many cars and people as possible to get your Chaos Meter and Wanted level up. The higher your Wanted level the faster the Chaos Meter will rise. When the mission is completed the Wanted level will stay the same, so get yourself to Pay 'N' Spray (A).

**\$ Pay:**

**\$2,000**

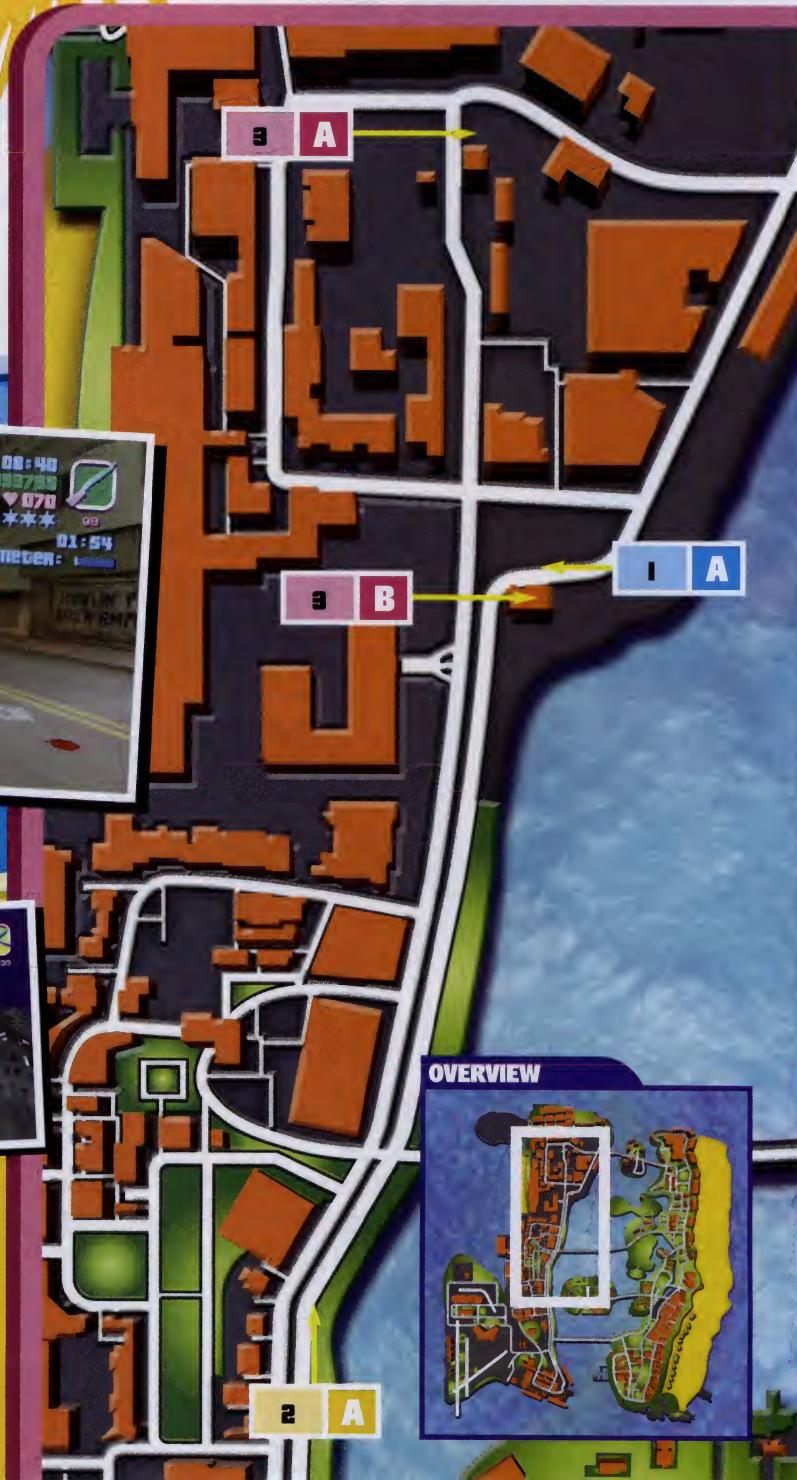


## 3. hog tied

Mitch's bike has been stolen and you have to get it back. The gang are behind Ammu-Nation in the Downtown area. Use a fast bike to go up the stairs opposite and jump to the roof (A). The gang members will keep coming so shoot enough to get to the bike then get on it. Use the stairs round to the right to jump back to the street and head back to the bar (B). The gang will give chase but as long as you keep moving you should be able to outrun them.

**\$ Pay:**

**\$4,000**



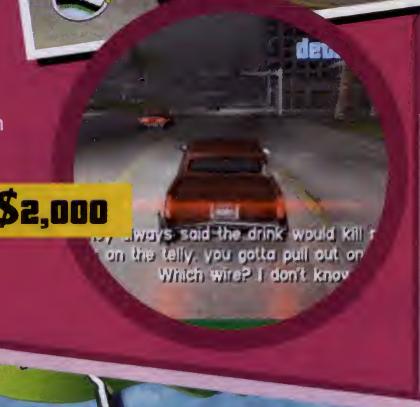
# Phil Cassidy

## 1. gun runner

Jump in the Patriot and head towards one of the yellow blips on the map. Do a drive-by on the truck to kill the guy in the back and knock the crate off. Smash the crate and pick up the weapon inside then finish off the truck, otherwise it'll follow you around. Repeat this process on the other trucks making a visit to Pay 'N' Spray if you get too many cops on your tail. The arms dealers will also call some backup in the shape of guys on mopeds. Just run them down to get bonus cash.

**\$** Pay:

**\$2,000**



## 2. boomshine saigon

Phil's been at the Boomshine and manages to blow his own arm off. You need to get him to the hospital (1A); unfortunately you've inhaled some Boomshine, which makes the road sway all over the place. Keep an eye on Phil's health meter and go to the hospital in Little Havana. Once you get there Phil informs you that he doesn't want to go to the hospital. He knows an ex-army surgeon who lives round the corner and owes him a favour (2B). Take him there to complete the mission. You earn yourself Phil's Place and you'll be able to buy some rather nice weapons there.

**\$** Pay:

**\$4,000**



# Payphone Assassinations

## 1. Road kill

Phone outside mall (1A)

You must stop a pizza delivery boy from making all 50 of his deliveries by killing him. He's a fast mover so you'll need a fast car or a bike to catch him. Once you find him run him over or shoot him.

\$ Pay:

\$500



## 2. Waste the wife

Phone in Vice Point (2A)

Go to the jewellery store nearby and wait for Mrs Dawson to come out (2B). Follow her and ram into her car until it bursts into flames. Now leave quickly before it blows up, so you're not linked to the accident.

\$ Pay:

\$2,000

Once the car bursts into flames, get away from it as quickly as you can.



## 3. autocide

Phone outside mall (3A)

You have nine minutes to kill all the targets. Grab the weapons nearby then head for the first target, Mike Griffin. He can be found in Washington Beach working on an advertising board (3B). Use your sniper rifle to kill him then head to the next target. Dick Tanner is working for DBP Security in Ocean Drive. Approach from the alley opposite where he's parked in a Securicar (3C). Get up onto the roof and use the sniper rifle to shoot him through the windscreens.

The next two, Marcus Hammond and Franco Carter, are near the Jewellery Store in Vice Point (3D). Stand on the corner of the nearby street far enough away so they don't see you. Now snipe them through the window of their truck and head for the next target. Nick Kong is in a boat off Washington Beach, simply snipe him from the shore (3E). The final target is Charlie Dilson who's riding around on a bike. Chase him down and run him over to complete the mission.

\$ Pay:

\$4,000



# 4. check out at the check in

## Phone in airport (4A)

You may want to buy some body armour before you try this mission. Pick up the Sniper Rifle to the right of the phone then watch the woman who comes down the escalator, but don't get too close or the target will see you. After she has spoken to a man kill him and his bodyguard then grab his briefcase. Leave the

terminal, not forgetting to pick up all your weapons on the way out. Now head to the Ammu-Nation store Downtown (4B). The cops will be after you so do your best to shake them and don't do anything to increase your Wanted level any more. The people you stole the case from will also be after you so try to avoid them.

**\$ Pay:**

**\$8,000**



# 5. Loose ends

## Phone in little havana (5A)

This mission becomes available once you've completed 'The Shootist'. Get to the phone in Little Havana to receive the job then go through the gate on the left. Get out your sniper rifle and shoot the two men in suits behind the car. Head up the alley, sniping any guards you can see, then shoot the barrel beside the van to blow it up, taking some guards with it. Go up the stairs and snipe any more guards remaining below then go back down. Head over to the left and pick up the Body Armour then head right and go up the stairs to the roof. Take out a handgun or shotgun to shoot any more guards and use the stairs to get onto the roof of Cherry Poppers. Grab the briefcase then get into the helicopter and fly to the airport (5B).

**\$ Pay:**

**\$16,000**



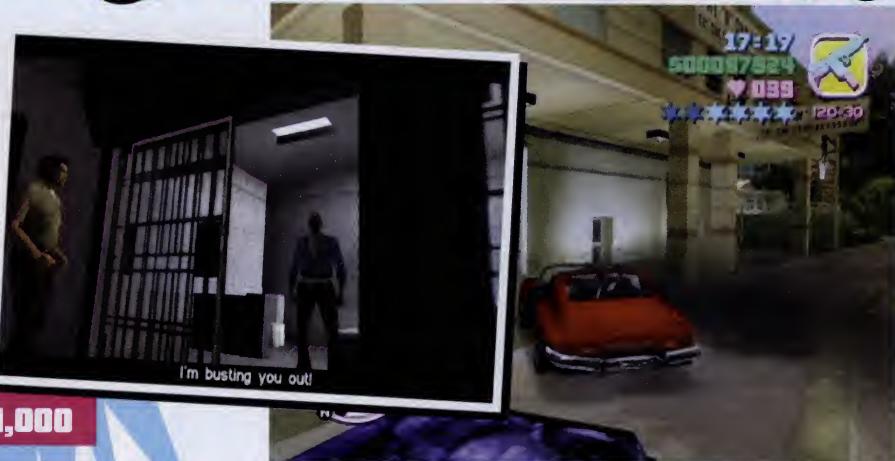
Use your sniper rifle to clear the roof of goons before you grab the briefcase.



# The Malibu Club

## 1. no escape?

Go to the police department in Washington Beach (1A) and head inside, making sure you don't have a weapon in your hand. Go into the locker room and change into a police uniform. Now go to the offices upstairs to find the Key Card. Head back down then go to the basement where you'll find the cells. Release Cam and your wanted level will go up to four. Fight your way outside and get in a car. Now go to the nearest Pay 'N' Spray in Ocean Beach to lose the cops (1B). Finally take Cam to his home in Little Havana (1C).



## 2. the shootist



Try to be as accurate as you can when on the rifle range otherwise you won't score enough points to finish the mission.

Go to the Ammu-Nation in the Downtown area (2A) and go through the door to the shooting range. Phil will challenge you to a shooting contest over three areas. The first area has three different targets with the nearest being worth 1 point, the middle worth 2, and the furthest 3. Aim for the furthest target as much as possible to get the most points. Once the round is over move to the next area to shoot some moving targets that appear in windows. They're all worth 1 point so hit as many as you can. Finally, you'll move to another street scene with more moving targets worth 1 point each. Hit as many as you can before the time or your bullets run out. You must beat Phil's score of 60, which isn't too difficult.

**\$ Pay:**

**\$3,000**

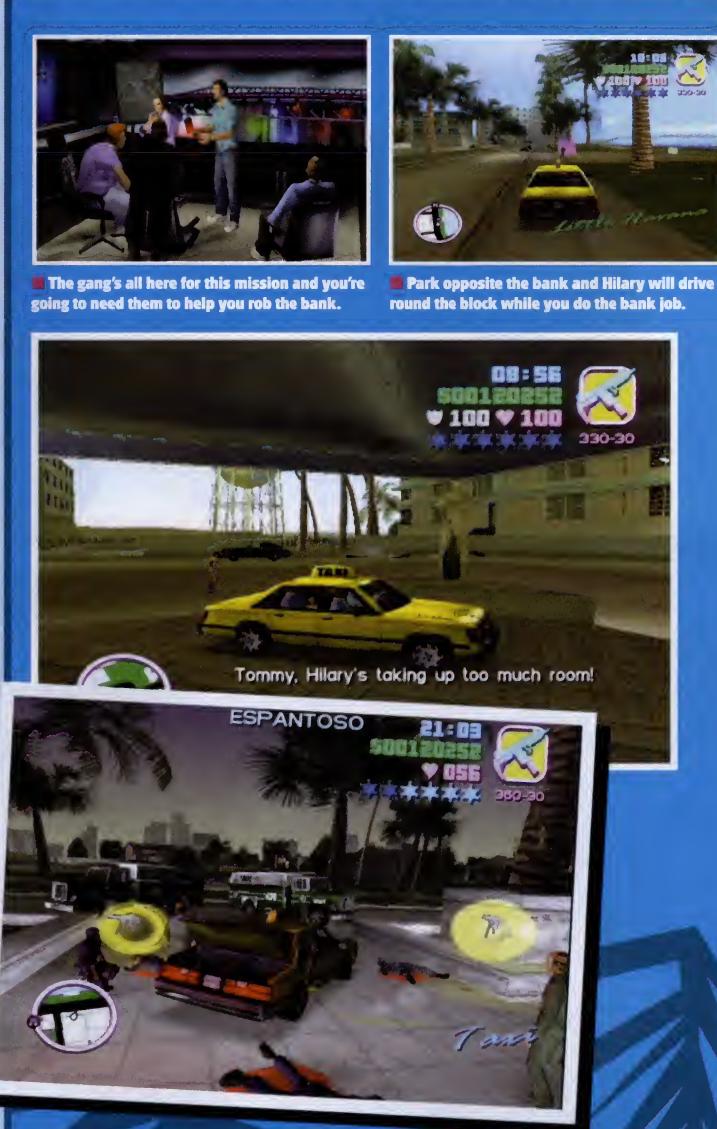
## 3. the driver

You need a driver, but Hilary will only work for you if you can beat him in a checkpoint race. Unfortunately he has a slightly faster car than you so you'll have to work hard to keep up. The moment the race starts the cops will be onto you, making the race even harder. Your best bet is to try and ram Hill into stationary objects to slow him down, but if you make any serious mistakes you probably won't be able to catch up.

**\$ Pay:**

**\$4,000**





## 4. the job

You're about to knock over a bank with Phil, Cam and Hilary. Get into the cab parked outside The Malibu and drive them to Little Havana. Stop on the opposite side of the road to the El Banco Corrupto Grande (4A). Go into the bushes so you can change into your bank job gear then enter the bank. Phil will stay downstairs and watch the staff so you and Cam can go to the vault. Head through the door on the right and then up the stairs. Shoot the two guards then go up the stairs on the left. Shoot another two guards at the top then get into the lift on the right. This takes you to the vault where there is one remaining guard to shoot. Cam now tells you he needs the manager to open the vault faster. Go back down in the lift then down one flight of stairs. Head to the room at the end to find the manager hiding behind his desk. Take him back up to Cam then head back to the bottom floor of the bank where a SWAT team is about to attack. Go to the desk where the pink marker is and the SWAT members will drop down through the ceiling, so shoot them as quickly as possible. Once Phil says that's the last of them go to the front door. Once outside Hilary will pull up in the Cab and promptly get shot. Shoot any nearby SWAT members then jump into the cab and head to the nearest Pay 'N' Spray, which is just down the road if you turn left (4B). Now head back in the opposite direction to Cam's place and park the cab in the garage (4C).

Once this job is completed The Malibu Club will generate a maximum of \$10,000 a day so pick it up regularly. Phil will now give you a call so you can start his jobs.

**\$ Pay:**

**\$50,000**



## I. Recruitment drive

You need some good-looking broads for Steve Scott's new film. Head Downtown to V.A.J. Finance, get out of your car and walk to the pink marker (1A). Candy Suxxx will appear, but so will her agent. Some goons will get out of his car and he'll drive off. Kill the goons then chase the agent. Every time you catch up with him more goons will get out of the car. Avoid them or run them over, just try not to stop and continue to chase the Agent. Shoot up his car until it explodes and run him over if he gets out. Now go back to V.A.J. Finance to pick up Candy (1B) and head to the Pizza place a few blocks away to meet Mercedes (1C). Take them both back to the film studio so they can get down to business (1D).

**\$ Pay:**

**\$1,000**



Once you have Candy, you must pick up Mercedes from the Well Stacked Pizza Co and take them both back to the Film Studio.

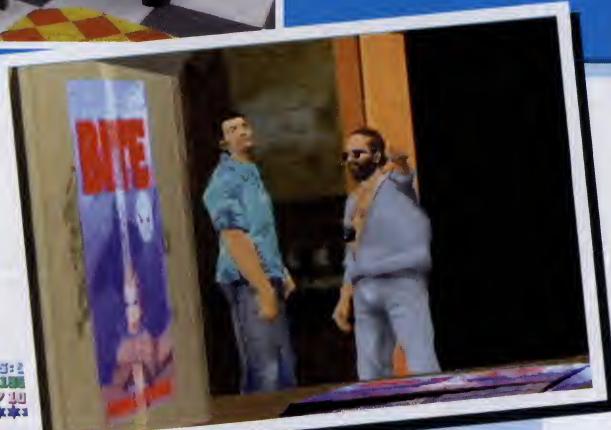


## 2. dildo dodo

**\$ Pay:**

**\$2,000**

You now need to distribute flyers for your new movie across Vice City. Use the Skimmer just outside the film studio to do this (2A). Once you've taken off turn round 180° and head for the checkpoint over the dirt bike track in Downtown. This is the closest checkpoint and so uses less fuel to get to. Keep an eye on the fuel gauge as you fly over the city and look out for the buildings – if you crash you won't be able to take off again.



**OVERVIEW**

Uh, Candy, could you call me Martha?

### 3. martha's mug shot

Congressman Alex Shrub is trying to get adult movies banned so you need to take some incriminating photos of him using Candy as the bait. Get into the Sparrow and follow the limo that Candy gets into, to the building opposite Vice Point Langer Hotel in Vice Point. Land the Sparrow on the sand round the back of the hotel (3A) and go through the door on the side of the building. Go all the way up the stairs to find an open window facing the building opposite. Zoom in on Candy and the congressman with the camera and take three photos. You will now have a wanted level of five. Run back down the stairs killing the security guards on the way and get back to the Sparrow. Take off and fly back to the film studio making sure you don't get shot down by the FBI, then land on the pink marker (3B).

**\$ Pay:**

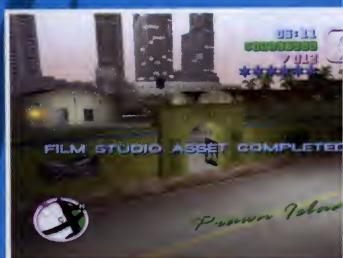
**\$4,000**

**\$ Pay:**

**\$8,000**

### 4. g-SPOTlight

You need to move a spotlight on top of one of the skyscrapers in the Downtown area. Get on the PCJ 600 near the entrance and ride it to the pink marker (4A). Drive up the steps and into the office then get in the lift. Once out of the lift, drive as fast as you can towards the window and smash through it to jump to the opening in the opposite tower (this is a Unique Jump and there's another further on). You have until 07:00 to get to the spotlight so jump from roof to roof following the pink markers. If you fall off a building just go back to the start and try again. When you reach the roof near the dirt track a set of stairs will lower down so you don't have to go back to the start if you fall off. Once you reach the spotlight get off the bike and stand in the pink marker. Once this job is completed the film studio will generate a maximum of \$7,000 so collect it regularly.



# Print Works

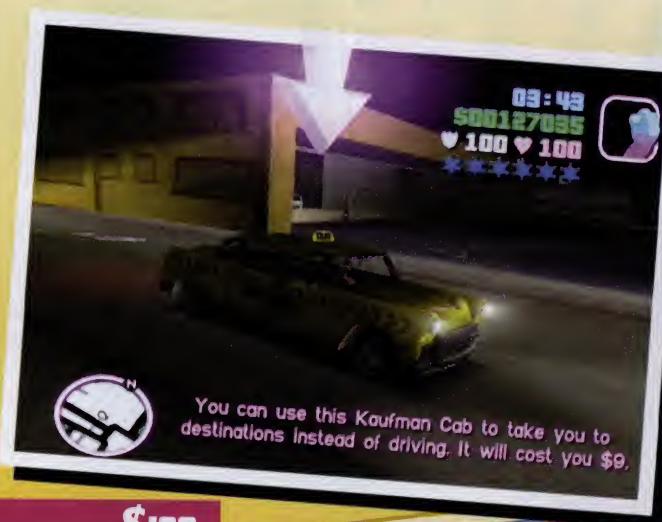
Printworks purchased: \$70000

## 1. SPILLING the beans

The old guy at the print works tells you he can print money but he needs some good plates. Get in the cab outside and go The Malibu Club to see Kent Paul (1A). He'll tell you to go to the boat in Viceport where you'll receive a less than warm welcome (1B), so make sure you're armed to the teeth. Make your way to the front of the boat and up the stairs to the bridge. Once you have the information you need get back to the print works, looking out for the cops (1C).

**\$ Pay:**

**\$100**



## 2. hit the COURIER

You need to get the plates from the courier who's landing at the Viceport docks in a helicopter (2A). Get over there and wait for them to leave in a car, otherwise you'll have to take on an army of guards. Chase the car and shoot at it until it explodes, whilst watching out for the guard who shoots from the sunroof. Grab the plates and return to the print works (2B). The print works will now generate a maximum of \$8,000. Pick it up regularly.



**\$ Pay:**

**\$5,000**



# Kaufman Cabs

## 3. V.I.P.

Once you've bought Kaufman Cabs you need to show the lazy cabbies how it should be done. Your first fare is on Starfish Island so head over there quickly as you've only got one minute. Honk the horn when you reach the pink marker (3A), but before

the V.I.P. can get into your cab another one pulls up and steals your fare. Chase it, ramming and shooting until the passenger gets out. He'll now get into your cab so drive him to his destination at Escobar International Airport (3B).



**\$ Pay:**

**\$1,000**



Taxi Firm purchase bid: \$4,000

**KAUFMAN**  
Driving You City 24 hours



## 4. FRIENDLY RIVALRY

VC Cabs are taking all your business – what are you going to do? Destroy their cabs of course. On the map you'll see three yellow blips, these are the cabs you have to destroy. Ram them and perform drive-bys until they explode. Don't worry if your cab gets a bit beaten up as you can continue the mission in a different vehicle.

**\$ Pay:**

**\$2,000**



## 5. CABMAGEDDON

You get a call from Mercedes for a cab, so head over to Viceport and sound the horn at the marker (5A). Unfortunately the call was a fake and VC Cabs are after your blood. Six of their cabs will arrive and try to ram you. Keep driving around the area (the gate is closed so you can't escape) using your rear view to see where the rivals are. Stay alive for one minute and the leader will arrive in a zebra cab. He will also try to ram you, so shoot at the car until it blows up. If you run out of drive-by bullets, get a fair distance away, jump out of your cab and shoot the leader with a powerful gun. Completing this mission completes the taxi firm asset and a maximum of \$5,000 will be delivered there so pick it up regularly. The zebra cab will also be delivered to Kaufman Cabs for you to use whenever you like.

**\$ Pay:**

**\$5,000**

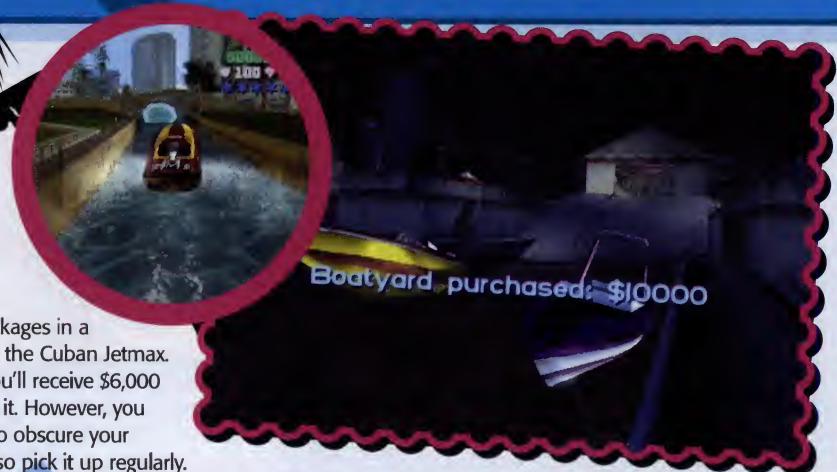
# Cherry Poppers Ice Cream Factory distribution

Buy the Cherry Poppers Ice Cream Factory in Little Havana and this job will become available. Get into the Mr Whoopee and drive around town selling 'treats' to all the junkies. Press L3 to play the jingle and they'll all come running. The more you sell, however, the more the cops will be on your tail so don't hang around in the same place for too long and don't get your wanted level above two. Rival gangs also don't like you dealing on their turf, so look out for a hostile reception if you do. You must have 50 sales in one mission to make the factory collect a maximum income of \$3,000, so make sure you collect it regularly.



# Boatyard checkpoint charge

Once you purchase the boatyard you can perform this race. You must collect all the packages in a speedboat in the three-minute time limit. There's a choice of two boats – the Squalo or the Cuban Jetmax. The Squalo is faster but the Jetmax is easier to handle. If you complete the challenge you'll receive \$6,000 and this prize will increase by a further \$1,000 for every subsequent time you complete it. However, you have to work for this money as the race gets harder each time with fog coming down to obscure your vision. After you finish the race once a maximum of \$2,000 will collect at the boatyard, so pick it up regularly.



# Pole Position Club POLE POSITION CLUB

There's no mission for this strip club, but if you spend \$600 on a private dance in the back room the club will generate a maximum of \$4,000 for you.



# Sunshine Autos



Once one list has been completed the secret car will be delivered to the showroom and a new list will appear. Completing a list also increases the amount of money generated by Sunshine Autos, up to a maximum of \$9,000. The cars need to complete the lists are as follows...

This is another property with no missions, but there's still a load to do before it will start earning some real money for you. Go down the ramp to the right of the showroom entrance to find some garage doors. Four of these are empty and have room for two cars in each. Another is the Spray 'N' Go which is like a Pay 'N' Spray only without the pay part – well you do own the place so you should get free re-sprays! Beside the final door you'll see a list of cars to collect. This garage is similar to the Import/Export garages in GTA III and you must deliver all the cars on the list to earn a reward.

Landstalker, Idaho, Esperanto, Stallion, Rancher, Blista Compact

**Reward: deluxo**

Sabre, Virgo, Sentinel, Stretch, Washington, Admiral

**Reward: sabre turbo**

Cheetah, Infernus, Banshee, Phoenix, Comet, Stinger

**Reward: sandking**

Voodoo, Cuban Hermes, Caddy, Baggage Handler

Mr. Whoopee, Pizza Boy

**Reward: hotring**

# Houses And Apartments

## 1. 1102 Washington Street

PRICE: \$3,000  
GARAGES: NONE  
HELIPAD: NO



## 2. 3321 Vice Point

PRICE: \$2,500  
GARAGES: NONE  
HELIPAD: NO



## 3. El Swanko Casa

PRICE: \$8,000  
GARAGES: 1  
HELIPAD: NO



## 4. Hyman Condo

PRICE: \$14,000  
GARAGES: 3  
HELIPAD: YES



## 5. Links View Apartment

PRICE: \$6,000  
GARAGES: 1  
HELIPAD: NO



## 6. Ocean Heights Apartment

PRICE: \$7,000  
GARAGES: 1  
HELIPAD: NO



## 7. Skumole Shack

PRICE: \$1,000  
GARAGES: NONE  
HELIPAD: NO



ALONG WITH THESE GARAGES, AT THE REAR OF SUNSHINE AUTOS YOU WILL SEE A PINK MARKER. STAND IN IT TO TAKE PART IN ONE OF SIX STREET RACES. THE BEST CAR TO USE IS PROBABLY THE HOTRNG RACER, SO WAIT UNTIL YOU'VE UNLOCKED THAT BEFORE TAKING PART.

### Race 1 Terminal Velocity

TRACK LENGTH: 1.748KM ENTRANCE FEE: \$100

This is an easy beginner race that is only a short distance. The only thing to watch out for is the drop to the right during the latter half of the race.

\$ Pay: \$400

### Race 2 Ocean Drive

TRACK LENGTH: 2.659KM ENTRANCE FEE: \$500

Two nice long straights mean you can get up plenty of speed, as long as you can dodge the traffic. Try to nudge your opponents into the oncoming cars.

\$ Pay: \$2,000

### Race 3 Border Run

TRACK LENGTH: 3.1KM ENTRANCE FEE: \$1,000

There are lots of tight corners in this race so make sure you use the handbrake to get round them quickly.

\$ Pay: \$4,000

### Race 4 Capital Cruise

TRACK LENGTH: 3.924KM ENTRANCE FEE: \$2,000

This lengthy race has some fast straights coupled with some tight corners where you can easily lose it.

\$ Pay: \$8,000

### Race 5 Tour

TRACK LENGTH: 4.603KM ENTRANCE FEE: \$5,000

Watch out for some unexpectedly sharp corners on this course and try to ram your opponents into the wall on some of them.

\$ Pay: \$20,000

### Race 6 V.C. Endurance

TRACK LENGTH: 9.721KM ENTRANCE FEE: \$10,000

Take care of your car during this long race otherwise you'll have to swap halfway through, which wastes valuable time.

\$ Pay: \$40,000

# The End

Once you've completed the majority of the Property missions you'll receive a call telling you of a problem at the Print Works. You don't have to get over there straight away and you can complete all the Property Missions first if you like.

downtown



## 1. Cap the collector

Sonny's in town and he wants his money. He's sending collectors round to all of your properties to clean them out. There are six collectors on three Sanchez dirt bikes. The first place to be hit will be the boatyard (1A) so make sure you have a fast car, such as an Infernus, and get over there quickly. You should arrive shortly after the collectors so run them over. The next two collectors will now make their way towards the boatyard coming from the Downtown area along the coastal road. Head straight towards them and knock them off their bike. Now run them over to finish the job. The final two collectors will now make their way along this stretch of road so repeat the process to complete the mission. If you don't get to the boatyard in time the collectors will go to your properties in the following order:

The Malibu Club (1B)  
Ice Cream Factory (1C)  
Taxi Firm (1D)  
Film Studio (1E)

\$ Pay:

\$30,000



little haiti

starf island

little havana

escobar international airport

Viceport

1D

1C

1A





## 2. KEEP YOUR FRIENDS CLOSE...

After the previous mission Lance will give you a call and tell you to get over to the mansion (2A). Before you do so buy some ammo, body armour, a rocket launcher and grenades. Now go to the mansion and stand in the pink marker at the top of the stairs.

You'll find out that Sonny isn't too pleased about you killing his collectors and is on his way to see you. Ken gets some counterfeit money to give to Sonny but Lance betrays you and tells him everything. You start off in the office fending off a wave of mafia guys who want to get at your safe. Stand at the top of the stairs and use something like the Python, which will stop them with one hit. After you've killed a few of them Lance will show his traitorous face over on the right. He has a Ruger so keep moving until you can get a clear shot at him. He'll run off down the corridor, so give chase and shoot him whenever he stops. He goes up to the roof so follow him there and immediately grab the adrenalin from over on the left. Run up to the helicopter pad and grab the health if you need it. Lance and all the Mafiosi will stay down the bottom and if you keep far enough back they won't be able to hit you. Edge forward slightly and shoot the red barrels then throw a couple of grenades over to finish them off. Lance may still be kicking so lob a couple more over for good measure then head back inside.

Head down to the office and Sonny will appear with a Ruger. Fortunately you get full health and armour but it won't last long if you stand around. Run back into the office and take out the first few hoods that run at you. When the coast is clear run out of the office and round to the left and stop in the corner. Take out any enemies that are an immediate threat then take out your rocket launcher. Now lean over the banisters and fire down a couple of rockets at Sonny before he has chance to get a shot off.

Congratulations, you can now celebrate with Ken and watch as the credits roll. But wait! It's not over yet, you can now continue the game and do all the things you haven't had a chance to do yet. You'll also get some calls from your Vice pals.

**\$ Pay:**

**\$30,000**



# Hidden Packages

1. Behind the stadium
2. Behind Mars Café
3. In sculpture at U.A.J. Building
4. Lower car park of hospital
5. Under helipad on top of building
6. Behind building in nook
7. Inside office where you enter for 'G-spotlight'
8. Behind Phil's Place
9. In shed at Phil's Place
10. Behind Moist Palms Hotel next to 'Hot Steam' ramp
11. Down small set of stairs north of Kaufman Cabs
12. In recessed part of roof
13. On steps of building near Kaufman Cabs
14. Near skeleton grave
15. Roof of building next to Print Werks
16. Below 'Life's a Bitch' billboard
17. Behind sign at air base
18. Inside Laundromat
19. On porch of house for sale
20. Under airplane
21. Behind billboards
22. Behind wall opposite Café Robina
23. On Kaufman Cabs billboard
24. Inside Deli
25. Balcony of house with Rockstar pool
26. Near mansion pool next to wall
27. Top of building with red awning
28. Behind Fire Station
29. Inside airport terminal near payphone
30. Roof of airport terminal
31. Inside Gate 8-1
32. Top floor of Sunshine Autos
33. Under wing of plane sticking out of hangar
34. On top of plane
35. Under plane
36. On top of gate tunnel
37. Between trailers in car park
38. In middle of four fuel tanks
39. On top of hangar
40. On helipad
41. Near 8-Ball's bomb shop
42. In small car park between houses
43. On top of Freight and Cargo Terminal
44. Inside Seaplanes Tours hangar
45. On cargo ship
46. Under Port Authority sign
47. On cargo ship
48. On porch of green house
49. Inside house, behind broken wall
50. Inside Studio C

downtown

1



little haiti



starf island



escobar  
international  
airport



viceport





51. On top of blue building
52. Down dead end alley
53. On ground floor of car park
54. In neck between mall entrances
55. Behind building
56. Upper level of mall in front of store with sale signs
57. Upper level of mall inside Gash
58. Near water next to bridge
59. Behind Jacksport sign on dirt track
60. On fair tee of driving range
61. Behind wall on hairpin
62. On diving board at hotel
63. Behind wooden fence in corner
64. In bunker
65. Under bridge
66. Rear of Mercedes' house
67. On rooftop
68. Inside Jewellery shop
69. On island in pond
70. Inside Well Stacked Pizza Co
71. Behind stairs of house next to Well Stacked Pizza Co
72. Top of building where you took photos of Skrub and Candy
73. Behind Vice Point Langer
74. On small bridge
75. On dock
76. Behind Malibu Club
77. Near pool on top of building on opposite corner to Malibu
78. End of beam on third floor of construction site
79. Alley behind Spud Express
80. Front door of house with purple roof
81. In Jacuzzi of house with basketball net
82. Near pool next to stairs
83. Under bridge
84. In outside hotel showers
85. Next to purple and white building
86. Upstairs office of Police Station
87. On top of blue and white building
88. On steps of lifeguard hut
89. Near water next to small bridge
90. Top of building next to DBP Security
91. Back porch of building opposite Rosenberg's office
92. Near swimming pool of pink apartment building
93. On narrow ledge under bridge
94. On ledge near water behind the Ocean View Medical Foundation building
95. Top of building opposite mall
96. In corner of underground car park
97. Next to steps of house by the water
98. On wooden platform
99. On rocks
100. On steps of lighthouse

## Package Rewards

It wouldn't be worth collecting all the packages if you didn't get something out of it, but fortunately you do...

### Package Rewards

10	Body Armour delivered to Ocean View Hotel & Mansion
20	Chainsaw delivered to Ocean View Hotel & Mansion
30	Python delivered to Ocean View Hotel & Mansion
40	Flame-thrower delivered to Ocean View Hotel & Mansion
50	PSGI delivered to Ocean View Hotel & Mansion
60	Minigun delivered to Ocean View Hotel & Mansion
70	Rocket Launcher delivered to Ocean View Hotel & Mansion
80	Sea Sparrow delivered to Mansion grounds
90	Rhino available at Fort Baxter Air Base
100	Hunter available at Fort Baxter Air Base

# Rampages & Stores to knock off

## Rampage Rewards

 You get \$50 for completing the first Rampage and this prize goes up by \$50 every time you complete another.

## KNOCKING OFF STORES

There are 15 stores around the city that you can rob. Point your gun at the clerk and he'll hand over the cash. The longer you threaten him the more cash you get, but your wanted level also goes up. If you don't shoot the clerk he'll set off the alarm, which will gain you even more attention from the cops.

### 1 Stores

1. Gash
2. Vinyl Countdown
3. Jewellery Store
4. Tool'd up
5. Corner store
6. Dispensary
7. Jewellery Store
8. Bunch of Tools
9. Ryton Aid
10. Laundromat
11. Deli
12. Screw This
13. Dispensary
14. Jewellery Store
15. Cafe Robina



## Prawn Island

## Vice Point



washington  
beach

ocean beach



# Unique Jumps



downtown



## JUMP TO IT!

 You'll perform a handful of these jumps during missions but there are quite a few, and here they all are...



little haiti

little havana

STARF  
island



escobar  
international  
airport

VICEPORT



# Weapons & Bribes

downtown



## bullet-time gta-style

If you're ever stuck without a shooter you can guarantee there'll be one nearby, it's just a case of knowing where to look. It's also handy to know where all the Bribes are so you can plan your route of escape from the law.

 Bribes

 Weapons



little haiti



little havana



starf island

escobar international airport



viceport

**PRAWN  
iSLAND**

**Vice  
Point**

**washington  
beach**

**ocean beach**



# Health & Armour

downtown



## i need a PICK-ME-UP

Sick as a dog? Then you'll want to know where the nearest Health or Armour pick-up is...

- Health
- Armour



little  
haiti

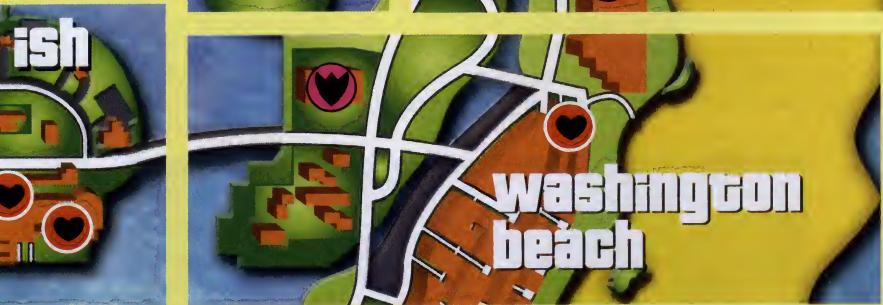


scarf  
island



escobar  
international  
airPORT







## Vehicle missions

When inside certain vehicles it's possible to perform extra missions that can earn you some tasty rewards.

### vigilante

When driving a law enforcement vehicle – namely a Police Enforcer, FBI Rancher, FBI Washington, Predator, Rhino or Undercover Cheetah – simply press R3 to begin a Vigilante mission. This involves chasing criminals and bringing them to justice with extreme force. For added authenticity, put on the Cop uniform available in the Washington Beach Police Station. Complete Level 12 to unlock 150 Armour.



### brown thunder

After you've collected all the packages, the Hunter will become available at the Air Force base. Steal it (hint: use the cop uniform) then press R3 to begin this Vigilante mission. This is the same as normal Vigilante missions except that you now kill criminals by firing rockets at them from the air. Complete Level 12 to unlock 150 Armour.



## Pizza delivery

Get onto one of the Pizza Boys at a Well Stacked Pizza Restaurant to start this mission. You must deliver pizzas (unsurprisingly) to customers by throwing them, drive-by style. If you run out of pizzas, simply return to the restaurant to get some more. Make sure your time doesn't run out though – pizzas don't stay hot forever. Complete Level 10 to unlock 150 Health.



## Firefighter

Burn baby burn, disco inferno! Unfortunately there aren't any discos on fire in Vice City, only vehicles. Press R3, when in a Fire Truck, to start putting them out. Get to the fires as quickly as possible and press  $\odot$  to fire the water cannon. However, it doesn't end there – once the can has been put out, people may jump out of the car and they'll be on fire too. Spray them with water then head to the next emergency. Complete Level 12 to unlock Fireproof, which allows you to run through fire unharmed.



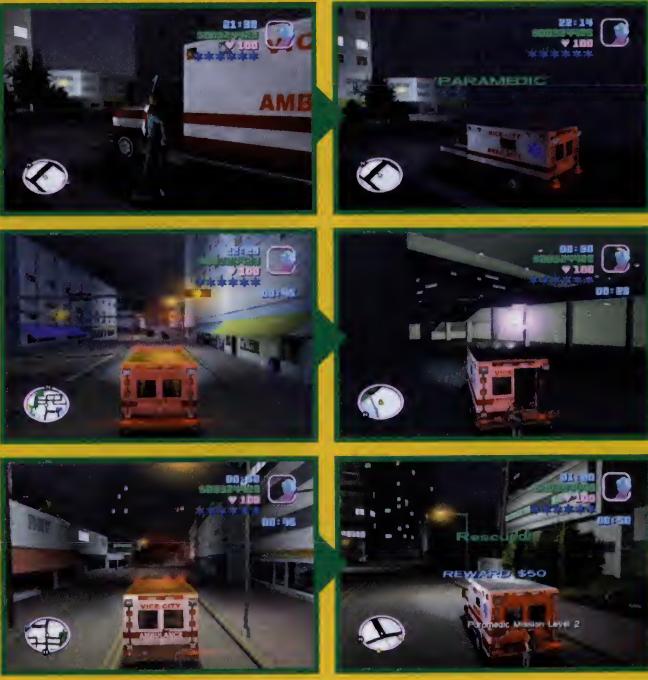
## Taxi driver

When you get into a Taxi, Cabbie or Kaufman Cab, press R3 and you'll be able to ferry the residents of Vice City to their destinations. Bonus cash is given for a speedy trip and for multiple trips in a row. Look after your cab otherwise your fare will jump out and you'll have to get it fixed before you can carry on. Deliver 100 people to unlock Boost, enabling your cab to do a hydraulic jump when L3 is pressed.



## Paramedic

Ever wanted to be in hit TV shows *ER* or *All Saints*? Well now you can just by stealing an Ambulance and pressing R3. You now have to drive round town picking patients up and delivering them to the hospital. Saving lives – quite an unusual concept in the world of GTA. Complete Level 12 to unlock Infinite Sprint.



# Vehicles

Welcome to Honest Frankie's. We've got the complete array of cars, trucks, bikes, boats and aircraft available in Vice City. They're a steal!



## CARS & TRUCKS

### ADMIRAL



This luxury saloon means you can look like a classy yuppie while you mow down innocent pedestrians.

**SPEED: 6 DURABILITY: 6**

### AMBULANCE



Find one of these parked outside hospitals or where there's a Vice City resident bleeding on the floor.

**SPEED: 7 DURABILITY: 7**

### BAGGAGE HANDLER



Find these in and around the airport. Not much good in a getaway, but useful if there's nothing else about.

**SPEED: 3 DURABILITY: 4**

### BANSHEE



A very tasty sports car that's one of the fastest in the game. Steal a white one for that ultimate Eighties cool.

**SPEED: 8 DURABILITY: 5**

### BARRACKS OL



When the army are on your case you'll see them driving one of these. They're great at pushing through heavy traffic.

**SPEED: 6 DURABILITY: 8**

### BENSON



Not good for getting away from anything, but at top speed it can push most cars out of the way. Tips at speed.

**SPEED: 4 DURABILITY: 6**

### BF INJECTION



Great for the beach and not bad on the road either. Just don't turn corners too quickly or you may tip over.

**SPEED: 7 DURABILITY: 6**

### BLISTA COMPACT



This little hatch is perfect for dodging in and out of traffic, but not for a getaway as it won't last very long.

**SPEED: 5 DURABILITY: 5**

### BLOODRING BANGER



Only available to drive in the Bloodring until you win and it's unlocked outside. Reasonable speed and is pretty sturdy.

**SPEED: 7 DURABILITY: 7**

### BOBCAT



This pick-up is pretty strong for its size; just don't expect to get away from anything very quickly.

**SPEED: 4 DURABILITY: 6**

### BOXVILLE



This doesn't sound exciting and it isn't. Only steal one if you're desperate – the owner'll probably be glad to be rid of it.

**SPEED: 3 DURABILITY: 6**

### BURRITO



A plain old van that does exactly what it says on the tin. It goes slow and is great for tailgating people.

**SPEED: 4 DURABILITY: 6**

### BUS



These are pretty rare around Vice City, but don't bother stealing it if you do happen to see one – it's not worth it.

**SPEED: 3 DURABILITY: 7**

### CABBIE



If you want to do the Taxi Driver mission, you're better off waiting for a Taxi to come along as they're faster than this.

**SPEED: 5 DURABILITY: 6**



**CADDY**

Found at the golf club, unsurprisingly, this cart is good for getting round the green, but not much else.

**SPEED: 2 DURABILITY: 3**

**CHEETAH**

Not the fastest of the sports cars, but it's still quicker than most other modes of transport in the game.

**SPEED: 8 DURABILITY: 4**

**COACH**

By nature coaches aren't very fast, but you can barge most traffic out of the way and it can keep going for ages.

**SPEED: 4 DURABILITY: 7**

**COMET**

This has some serious speed and will outrun the cops with ease as long as you don't crash it – then you're buggered.

**SPEED: 9 DURABILITY: 3**

**CUBAN HERMES**

The normal Hermes may not be up to much but this Cuban version is much faster and looks better too.

**SPEED: 7 DURABILITY: 6**

**DELUXO**

This won't go back in time when you reach 88mph but it's still a great car with a high top speed.

**SPEED: 8 DURABILITY: 5**

**ENFORCER**

If you are lucky enough to steal one of these you'll see that it's super strong and has great speed for its size.

**SPEED: 7 DURABILITY: 8**

**ESPERANTO**

This two-door beast has decent speed but really slow acceleration, so it's not good for fast getaways.

**SPEED: 6 DURABILITY: 6**

**FBI RANCHER**

Longer and faster than a normal Rancher, this is a good all-rounder – but good luck stealing one.

**SPEED: 7 DURABILITY: 7**

**FBI WASHINGTON**

A faster and sturdier FBI version of the Washington, complete with siren and the ability to do Vigilante Missions.

**SPEED: 7 DURABILITY: 6**

**FIRETRUCK**

Tough and quick for its size, the water cannon can be used to hose people down and cool them off in the hot sun.

**SPEED: 7 DURABILITY: 7**

**FLATBED**

Slow but tough, this truck won't help you escape the law, but you can smash through heavy traffic with ease.

**SPEED: 3 DURABILITY: 7**

**GANG BURRITO**

A faster version of the Burrito that has some rather fetching graffiti on the side, but it's prone to tipping on corners.

**SPEED: 6 DURABILITY: 6**

**GLENDALE**

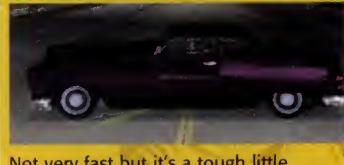
Pretty average all round really and will serve you well in most missions if you decide to steal one.

**SPEED: 5 DURABILITY: 5**

**GREENWOOD**

These are a pretty common sight around Vice City and they aren't too bad if there's nothing quicker around.

**SPEED: 5 DURABILITY: 6**

**HERMES**

Not very fast but it's a tough little cookie and can take quite a bit of abuse before it bursts into flames.

**SPEED: 5 DURABILITY: 6**

**HOTRING RACER**

This is what you use in the Hotring races, but you can also unlock it at Sunshine Autos by delivering cars to the garage.

**SPEED: 10 DURABILITY: 4**

**IDAHO**

Similar to the Esperanto in that it has a decent top speed, but poor acceleration, so no good for quick exits.

**SPEED: 7 DURABILITY: 6**

**INFERNUS**

Another beautiful sight in Vice City, which will get you where you want to go quickly and in style.

**SPEED: 8 DURABILITY: 4**

**KAUFMAN CAB**

This is identical to the Cabbie except for the fact that it has 'Kaufman Cabs' written on the side.

**SPEED: 5 DURABILITY: 6**



**LANDSTALKER**

This is pretty quick for an SUV but watch out around corners as it will tip over if you're going too fast.

**SPEED: 6 DURABILITY: 6**

**LINERUNNER**

Big and tough and pretty slow but it can push most other vehicles out of the way and takes loads of damage.

**SPEED: 5 DURABILITY: 7**

**LOVE FIST**

This limo is Love Fist's preferred mode of transport and they certainly know how to travel in style.

**SPEED: 6 DURABILITY: 6**

**MANANA**

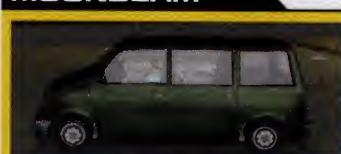
This little two-door car has very average speed and can't take too much abuse. Don't bother unless there's nothing else.

**SPEED: 5 DURABILITY: 4**

**MESA GRANDE**

This is good on and off road and has a reasonable speed. However, a few hard knocks and it'll be on its last legs.

**SPEED: 6 DURABILITY: 5**

**MOONBEAM**

Not bad for a van, but that's about it. Pretty similar to the Burrito except this has windows.

**SPEED: 4 DURABILITY: 6**

**MR WHOOPEE**

Deliver 'Ice Cream' to the junkies of Vice City, but don't use it for anything else as it's slow and won't last long.

**SPEED: 4 DURABILITY: 4**

**MULE**

It's slow and handles like a dog, but it's also tough with it. Use this in gridlock to barge through traffic.

**SPEED: 4 DURABILITY: 7**

**OCEANIC**

Similar to the Glendale but it doesn't handle as well. Pretty average and not bad if the law isn't after you.

**SPEED: 5 DURABILITY: 5**

**PACKER**

No good for getting away from anything, but park one up then drive a car up the ramp to do a nice jump.

**SPEED: 3 DURABILITY: 6**

**PATRIOT**

This ex-army vehicle has reasonable speed, good handling and is pretty tough – so if you see one, nick it.

**SPEED: 6 DURABILITY: 6**

**PERENNIAL**

Unfortunately these are quite common in Vice City so you'll be in one sooner or later, just get rid of it quickly.

**SPEED: 4 DURABILITY: 6**

**PHOENIX**

This car won't talk to you and doesn't have a flashing light on the front but it's still pretty good anyway.

**SPEED: 7 DURABILITY: 6**

**POLICE**

Police cars are tough and fast enough to keep up with sports cars, but they've also got a working siren – hooray.

**SPEED: 9 DURABILITY: 7**

**PONY**

A slightly larger van than the Burrito, it's slower and the handling is worse. On the plus side, it's slightly tougher.

**SPEED: 4 DURABILITY: 6**

**RANCHER**

This is great off road and is tough with it. Not as good as the FBI version but it's a damn sight easier to steal.

**SPEED: 5 DURABILITY: 6**



### REGINA



This station wagon has some very nice wood panelling down the sides and it's not a bad ride either.

**SPEED: 5 DURABILITY: 5**

### RHINO



Nothing can beat this tank for strength but almost everything can beat it for speed, even a Faggio. ⓧ fires the turret.

**SPEED: 3 DURABILITY: 10**

### ROMERO'S HEARSE



This hearse even comes with a coffin in the back so when you run someone over you have somewhere to put them.

**SPEED: 5 DURABILITY: 6**

### RUMPO



How many vans does this game need? This isn't much different from the others so don't bother stealing one.

**SPEED: 4 DURABILITY: 6**

### SABRE



The Sabre has a decent speed and cornering and a lovely growling engine noise that will scare small children.

**SPEED: 6 DURABILITY: 6**

### SABRE TURBO



Like a normal Sabre only much faster and with a cool white strip down the centre so people know you're driving a turbo.

**SPEED: 8 DURABILITY: 6**

### SANDKING



As its name suggests, this 4x4 is the king when it comes to sand. Get down to the beach and jump those dunes!

**SPEED: 6 DURABILITY: 6**

### SECURICAR



Pretty rare but it'll last ages if you do steal one. They don't go very fast so make sure the cops aren't onto you.

**SPEED: 4 DURABILITY: 8**

### SENTINEL



A decent four-door saloon that'll get you where you're going with minimum fuss. If you're in a hurry, grab the XS version.

**SPEED: 6 DURABILITY: 6**

### SENTINEL XS



This is a faster version of the Sentinel that you can spot by its spoiler. You know what spoilers mean – speed!

**SPEED: 7 DURABILITY: 6**

### SPAND EXPRESS



A Mule with 'Spand Express' written on it, you need speed for express deliveries and this has more than the Mule, just.

**SPEED: 5 DURABILITY: 7**

### STALLION



This has a good top speed but go too fast and you'll notice it starts to handle like a dog. Good for straight roads only.

**SPEED: 7 DURABILITY: 6**

### STINGER



Crockett and Tubbs would be proud of this convertible and so can you be if you get your hands on one.

**SPEED: 8 DURABILITY: 4**

### STRETCH



Limos aren't built for speed so don't expect to go fast. But if you just want to cruise then you could do worse.

**SPEED: 4 DURABILITY: 6**

### TAXI



This is probably the best vehicle to do the Taxi Driver mission in as it's got pretty good speed and handling.

**SPEED: 7 DURABILITY: 6**

### TOP FUN



Get into one of these to start an RC mission. Once it's over you can drive the van away, but it's not worth bothering.

**SPEED: 4 DURABILITY: 6**

# PowerStation PLATINUM GUIDE

► GRAND THEFT AUTO: VICE CITY

BIKES, BOATS, AIRCRAFT



## WALTON



Not recommended if you want to impress the ladies, or outrun the cops, or do anything for that matter.

**SPEED: 5 DURABILITY: 5**

## WASHINGTON



This makes you feel important as you cruise the streets looking for poor people to run down.

**SPEED: 6 DURABILITY: 5**

## TRASHMASTER



Deadly slow and it stinks of crap. Only drive one of these if you're really desperate – *really* desperate.

**SPEED: 3 DURABILITY: 7**

## UNDERCOVER CHEETAH



Same as a normal Cheetah except for the flashing light on the dashboard. You can also do vigilante missions in these.

**SPEED: 8 DURABILITY: 4**

## VIRGO



Faster than it looks, the Virgo isn't a bad choice if you're being pursued. The acceleration ain't great though.

**SPEED: 7 DURABILITY: 6**

## VOODOO



The vehicle of choice for Haitians, press L3 to move the hydraulics and use the right analog stick to bounce.

**SPEED: 6 DURABILITY: 6**

## YANKEE



Another big truck that is good in heavy traffic, but not if you're in a hurry. Turn too sharply and it'll probably tip.

**SPEED: 3 DURABILITY: 8**

## ZEBRA CAB



You'll find this at Kaufman Cabs when you've completed all the missions there. Faster and snazzier version of the Cabbie.

**SPEED: 6 DURABILITY: 6**



## HUNTER



Collect all the packages to unlock this beast. Then fly over the city firing rockets at everything that moves.

**SPEED: 7 DURABILITY: 8**

## MAVERICK



This is the most common sight in the skies of Vice City and is reasonably quick and manoeuvrable.

**SPEED: 7 DURABILITY: 6**

## SKIMMER



Like a Dodo with wings that can land on water. Just don't ground it or you'll never get it in the air again.

**SPEED: 8 DURABILITY: 5**

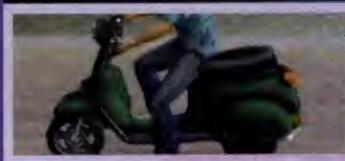
### ANGEL



Not as fast as a Freeway and it doesn't handle as well either, but looks cool and you can hum *Easy Rider* as you go.

**SPEED: 5 DURABILITY: 4**

### FAGGIO



Deadly slow and sounds like a hairdryer but what do you expect?... it is a moped. Great if you're not in a hurry.

**SPEED: 2 DURABILITY: 3**

### FREEWAY



Sturdy, fast with decent handling, it's just a shame you can't shoot your shotgun over the handlebars, Arnie-style.

**SPEED: 6 DURABILITY: 6**

### PCJ 600



This is one of the best vehicles in the game and is incredibly fast. Just don't crash or you'll end up as road kill.

**SPEED: 8 DURABILITY: 4**

### PIZZA BOY



This is another moped but it's quicker than the Faggio, which is useful as you need to deliver those pizzas quickly.

**SPEED: 3 DURABILITY: 3**

### SANCHEZ



Good handling on and off road make this a good choice if you have to take a cross-country route.

**SPEED: 6 DURABILITY: 4**

## MOTORbikes

## airCraft

### POLICE MAVERICK



Considering this is a police chopper, it doesn't have weapons, but it is more responsive than a regular Maverick.

**SPEED: 7 DURABILITY: 6**

### SEA SPARROW



A Sparrow that you can land in the sea, which can be useful if you want to hijack a boat. Be careful when getting out.

**SPEED: 6 DURABILITY: 5**

### SPARROW



If there aren't any Mavericks around then the Sparrow is a decent second best, despite its dodgy handling.

**SPEED: 6 DURABILITY: 5**

### VCN MAVERICK



A smaller, quicker version of the Maverick, which has very sensitive handling making it susceptible to rolling.

**SPEED: 8 DURABILITY: 6**

## boats

### COAST GUARD



Not the slowest boat on the water but nowhere near the fastest either. If there aren't any speedboats around, it'll do.

**SPEED: 6 DURABILITY: 6**

### CUBAN JETMAX



The second fastest boat in the game, it has better handling than the Squalo but can't match it for speed.

**SPEED: 8 DURABILITY: 4**

### DINGHY



Small and slow but if there's nothing else then it'll have to do. It gets a bit tricky to control in rough weather.

**SPEED: 4 DURABILITY: 3**

### MARQUIS



A luxury yacht that doesn't have great speed or handling but can push most other boats out of the way.

**SPEED: 5 DURABILITY: 7**

### PREDATOR



This police boat is quick and handles well. It even has mounted guns that cut through the hull of your chosen target.

**SPEED: 7 DURABILITY: 7**

### REEFER



If you want to do a spot of fishing then this is the craft for you. If you want to escape the law then it definitely isn't.

**SPEED: 5 DURABILITY: 6**

### RIO



Classy and sophisticated, steal one of these then lie on the deck drinking champagne and catch some rays.

**SPEED: 5 DURABILITY: 7**

### SPEEDER



Speed by name, speed by nature, but its handling leaves something to be desired. Nick a Squalo instead.

**SPEED: 7 DURABILITY: 5**

### SQUALO



The fastest boat in the game is great fun, but it can become a bit of a nightmare to steer, especially in rough seas.

**SPEED: 9 DURABILITY: 4**

### TROPIC



You know you've made the big time when you own one of these, or you can just steal one and take it easy.

**SPEED: 5 DURABILITY: 6**

# The Weapons

There's a large selection of weapons to play with in Vice City. Before indulging in extreme violence, check out this handy guide.

## hand-to-hand



### Brass Knuckles

Put a set of these on then smack someone round the chops and watch them hit the floor.



### Fists

If you've nothing else to hand then you'll have to engage in a bit of fisticuffs.



## PISTOLS



### Colt 45

A decent pistol but it doesn't have much stopping power.



### Python

This is more like it – one shot one kill. Do you feel lucky, punk?

## melee weapons



### Baseball Bat

Great for hitting baseballs and smashing people's heads in then pummelling them as they lie on the ground.



### Hammer

Great for hammering things such as nails, skulls, kneecaps and toes.



### Meat Cleaver

Great for hacking apart carcasses of dead animals, or anyone who looks at you the wrong way.



### Chainsaw

This bad boy will slice and dice anyone who gets in your way. Plunge it into them as they lie on the ground for extra gore.



### Katana

One swipe of this will bring anyone down, whoever they may be.



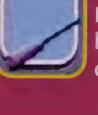
### Golf Club

Golf is a boring sport so go to Leaf Links and show them what a club should be used for.



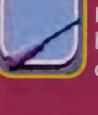
### Knife

The classic blade will give your enemies a nasty gash they won't forget.



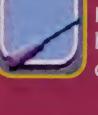
### Nightstick

Nick this from cops then batter people round the head with it.



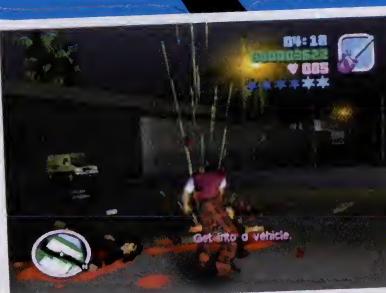
### Machete

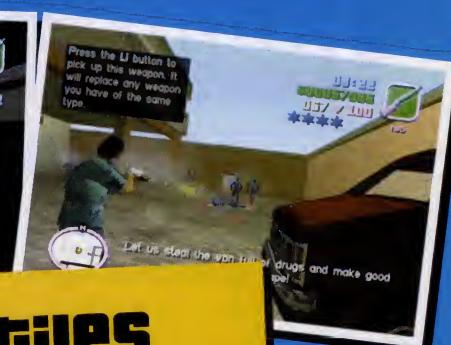
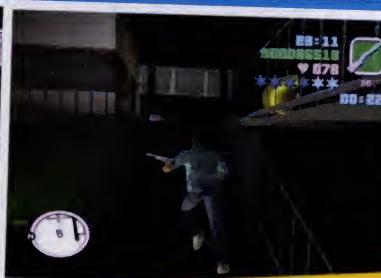
Hack through skin and bone with this larger-than-life knife.



### Screwdriver

Not an obvious weapon, but in the right hands it can cause considerable pain.





## shotguns



### Shotgun

Loud and proud, this bad boy'll stop anyone in their tracks.



### Spaz Shotgun

A rapid-firing shotgun that will quickly get you noticed by the cops.



### Stubby Shotgun

This sawn-off shotgun has loads of power but only over short distances.



## PROJECTILES



### Detonator

Lob a special grenade then detonate it with this when you're a safe distance away.



### Grenade

Throw this into a crowd of pedestrians and watch the carnage.



### Molotov Cocktail

Another one to use on large groups of people... I love the smell of burnt flesh in the morning...



### Teargas

Toss this at someone and they'll be crying all the way to the hospital.

## AUTOMATICS



### Ingram Mac 10

This fires rapidly but loses accuracy over long distances.



### MP5

Being fast and very accurate makes this a great drive-by weapon.



### Tec-9

Rapid-firing but not overly accurate, this a good short-range weapon.



### Uzi 9mm

The classic Uzi will get you out of most scrapes with ease.

## SNIPER RIFLES



### PSG1

Highly accurate and rapid-firing, this the ultimate long-range weapon.



### Sniper Rifle

Great for long-distance assassinations but not as fast as the PSG1.

## HEAVY WEAPONS



### Flame-Thrower

Throws flames and makes lovely barbecued cop.



### M60

Powerful but inaccurate if fired for too long.



### Minigun

Destroy everything in your path with this mammoth gun.



### Rocket Launcher

Launch rockets at unsuspecting passers-by and watch the fireworks.

## assault RIFLES



### Colt M4

Accurate, powerful and rapid-firing, this rifle is a force to be reckoned with.



### Ruger

The Ruger is accurate and powerful, but isn't as fast as the M4.



# Hidden Missions

## Arena Races

Go to the stadium between 20:00 and 23:59 and look at the sign above the door to see what event is taking place. Go through the door to begin the event.

## BLOODRING DESTRUCTION DERBY

You must drive through the checkpoints around the arena to increase your overall time. You need to reach one minute on the clock to win, but the other drivers will try their hardest to keep you away from the checkpoints. Your car can take quite a beating and will correct itself if you roll onto the roof. Reach the target time to win \$1,000 and unlock two Bloodring Bangers outside the stadium.

## DIRT RING

You must ride your Sanchez through all 32 checkpoints as quickly as possible. The catch is that many of these are on top of obstacles, which require precision riding. You won't run out of time, so you can take as long as you want. Collecting them all in less than 5 minutes will give you \$50,000, less than 10 minutes will give you \$10,000 and over 10 minutes will give you \$5,000.

## HOTRING

The Hotring allows you to take part in a NASCAR-style race. Race 12 laps of the course and come in first to win \$5,000, second for \$1,500 and third for \$500. If your car is destroyed during the race you are disqualified. You can visit the pits to get it fixed but this will cost you several places. Drive-bys are still possible to dispose of your opponents so make sure you're carrying an automatic.

## TOP FUN RC RACES

### RC BANDIT RACE

Go to the north part of the beach to find a Top Fun van and get into it to start this race. Drive your RC Bandit around two laps of the track and come first to win \$100.

### RC BARON RACE

Go to the top of the North Point Mall car park and get in the Top Fun van parked there to start this race. Fly your RC Baron through the checkpoints and finish the course first to win \$100.

## RC RAIDER PICKUP

Go to Escobar International Airport and get in the Top Fun van parked there to start this checkpoint mission. Fly through all 20 checkpoints in the shortest time possible to win \$100.

## CONE CRAZY

You'll find this on the top of the multistorey car park in Ocean Beach. Get into the Stallion parked there and get through all five checkpoints before the time runs out without touching any cones. Each checkpoint you go through gives you more time and they can be done in any order. \$200 is your reward for completing the course and this doubles every subsequent time you do it.

## PCJ PLAYGROUND

Go to the location on the map and

get on the PCJ 600 you find there. There are 24 checkpoints to get through in two minutes. Some of them are on top of buildings, so some precision jumping is required. To reach the final two you must jump across two rooftops, so get plenty of speed up. You'll receive \$1,000 the first time you complete it, then \$100 for every time after that.

## CHOPPER CHECKPOINT

There are four Sparrows around the city which trigger this mission (see the map to find them). There's no time limit – the aim is to complete the course, getting through all the checkpoints as quickly as you can. The reward is \$100 every time you complete the course.

## DIRT TRACK

### TEST TRACK

Go to the dirt track near the stadium and get into the Landstalker. Now do two laps of the track, passing through all the checkpoints to win \$100.

## TRIAL BY DIRT

Get onto the Sanchez instead of the Landstalker to start this mission. Do two laps of the tracks, passing through all the checkpoints to win \$100. Look out for some Haitians, also riding dirt bikes, who will try to kill you as you go round the track.

## RIFLE RANGE

After completing 'The Shootist' mission you can go back to the Downtown Ammu-Nation and have another go at hitting the targets. Achieve a score of 30 or more before the time or ammo runs out to earn yourself \$500.

## 100% Complete

Complete the game 100% to get:

- 200 Max health
- 200 Max armour
- Infinite ammo
- Cars can take double the damage
- Bodyguards
- Frankie outfit delivered to the mansion

## NOTE:

If you've saved with any cheats entered you will not be able to achieve 100%.



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